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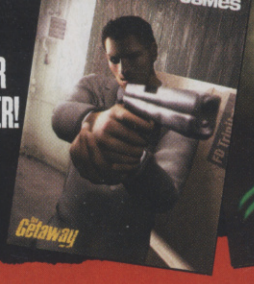
FREE THIS ISSUE

★ TIPS BOOK! EVERY MOVE FOR EVERY SMACKDOWN! 4 WRESTLER!

★ PRIMAL AND GETAWAY WALL-COVERING GOODNESS!



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464 OF THE BEST!!

WHY 2003 WILL BE THE GREATEST GAMING YEAR EVER

p.16

"THE BIGGEST AND BEST GAMES ARE IN CVG!"

26 GAMES RATED! INCLUDING...

THE GETAWAY

p.78

We've given up counting how long we've been waiting to see this. Was it worth it?

METROID PRIME

Astounding, addictive, a sci-fi masterpiece. Cube's best game yet? Our six-page review reveals all

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SLY RACCOON

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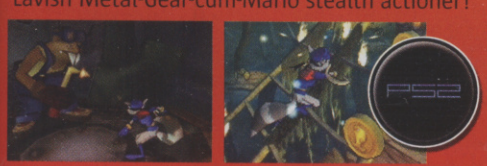
Lavish Metal-Gear-cum-Mario stealth actioner!



STAR WARS BOUNTY HUNTER

Be Jango Fett? We're so excited we steamed up our Mandalorian battle armour!

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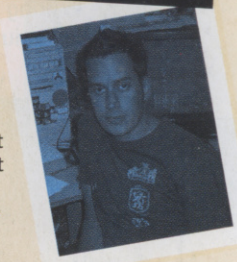
DAZED & AMUSED

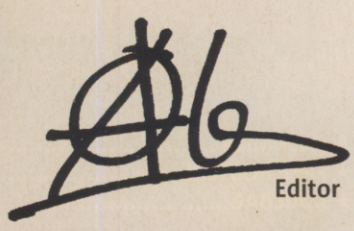


Forgive me, readers, but I'm wasted. Burning the midnight oil playing Grand Theft Auto Vice City hasn't helped, but the real reason why I, and the rest of the CVG team, are so zonked out is because we've been scouring Planet Videogame to find out about every new game that's coming out next year. That's EVERY new game. Four hundred and sixty-four of the suckers, to be precise.

Why bother? Simple – you deserve to know about the blockbusters you should be looking out for and the turkeys that just aren't worth a second glance, which is why we've gone to such great lengths to get 'em all in: now you can weigh up the evidence and decide for yourselves where to spend your cash over the next 12 months.

And what a year it looks like it's going to be. We've already sunk our teeth into Zelda so trust us when we say it's gonna rock your world. Then there's the new Tomb Raider (thought Lara was dead? Think again!), Enter The Matrix, Pokémon... You'll need to keep six months free just to read about this lot, let alone play through them!

So stop reading this and flick through to page 16 now – the future is literally in your hands.



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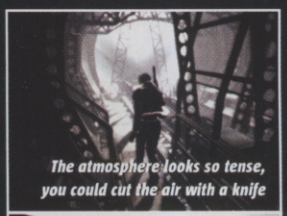
PLANET CVG

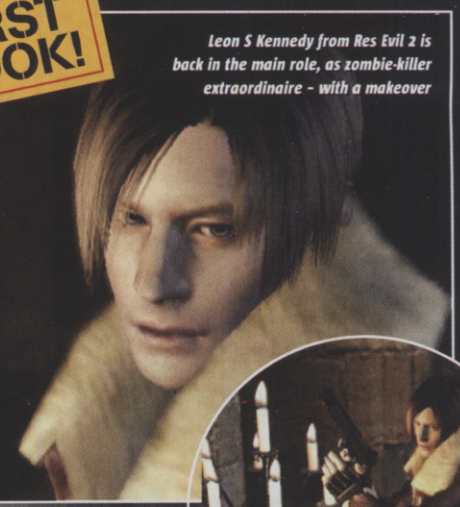
THE HOTTEST GA[illegible]P FROM AROUND THE GLOBE



The atmosphere looks so tense, you could cut the air with a knife

What the hell is this place?

FIRST LOOK!



Leon S Kennedy from Res Evil 2 is back in the main role, as zombie-killer extraordinaire - with a makeover

RES EVIL

...AND FOUR NEW CAPCOM KILLERS REVEALED, EXCLUSIVE TO GAMECUBE!

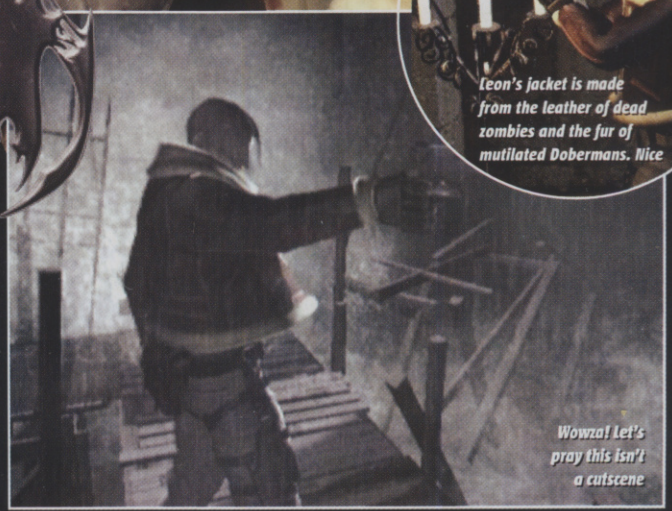
How romantic! Capcom has fallen head-over-heels for GameCube, declaring its undying love for Nintendo's sexy box by announcing five awesome exclusive titles for 2003.

Killer 7, Dead Phoenix, P.N. 03, and Viewtiful Joe are four of the stunning newcomers (see below). But perched at the top of this list of GameCube exclusives is Resident Evil 4!

Feast your lovin' eyes on these gorgeous, first-look screens of Capcom's latest survivalist spine-chiller in action. There's no denying that it looks even better than Resident Evil 0. And unlike Code Veronica, RE4 is 100 per cent 3D. You can switch from a third-person to first-person view, and shift the camera angle freely. About time!

This latest addition to the Resident Evil series promises to be as much a twisted psychological thriller as a stomach-churner. So stay tuned to Planet CVG over the coming months, because we'll be bringing you heaps more pictures and details on the most eagerly awaited survival horror game of all time.

Leon's jacket is made from the leather of dead zombies and the fur of mutilated Dobermans. Nice

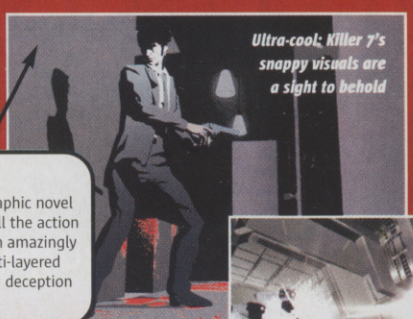


Wowza! Let's pray this isn't a cutscene

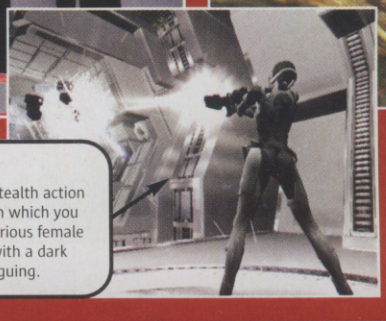
INTRODUCING...

...the rest of 'em! Sit back and behold Capcom's stars of the future...

"Eat fist, egghead!" Viewtiful Joe looks utterly bonkers



Ultra-cool: Killer 7's snappy visuals are a sight to behold



KILLER 7
Looks like a graphic novel come to life. All the action is set within an amazingly gritty and multi-layered story of rivalry, deception and hatred.

VIEWTIFUL JOE
Nuttier than a squirrel's drey, this wacky side-scrolling beat 'em up is set to kick your mind into another dimension.

P.N. 03
A futuristic stealth action adventure, in which you play a mysterious female mercenary with a dark history. Intriguing.

DEAD PHOENIX
Panzer Dragoon Orta-style gameplay set in an epic fantasy world. But unlike Orta, this should be massively free-roaming.

TIME CRISIS 3

The world's greatest gun game series is back! Time Crisis 3 is set to hit UK arcades in summer 2003, and PlayStation 2 soon after.

Even crazier two-player, co-operative, guns-a-blazin' scenarios are on the cards. Namco has stated that the arcade and story modes in TC3 will be significantly bigger than those of its predecessors, and will boast loads of new features including the ability to switch between weapons freely. It's gonna be a blast.

ARICIA WINSTONE (PS2 HEROINE): A SEXY SOLDIER WITH A KILLER INSTINCT. SHE'LL APPEAR IN THE ARCADE VERSION, BUT HER OWN BATTLES AND STORY WILL BE TOLD IN THE PS2 GAME

WESLEY RAMBART (ARCADE 2P): HE'S PRETTY SMART AND VERY COOL

ALAN DANAWAY (ARCADE 1P): A GRACEFUL BUT AGGRESSIVE KILLER

WORLD EXCLUSIVE! FIRST SCREENS & INSIDE INFO

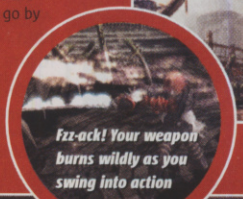
Cover your partner's ass as he storms forward

TOTAL CHAOS

Think Devil May Cry, but madder! Chaos Legion is coming exclusively to PS2 next year, and it's going to kick everybody's ass.

Little is known about Chaos Legion at the moment, because Capcom hasn't released any details about the gameplay. All we have to go by are these delicious new screens! But by the looks of things, it's going to be one of the craziest hack 'n' slash action adventures to grace PlayStation 2 in 2003. Watch this space.

Choppers at the ready: Soul Calibur-sized swords!



Fzz-ack! Your weapon burns wildly as you swing into action

The hero looks quite like Dante from Devil May Cry

No doubt another Capcom classic in the making

50-INCH GBA SCREEN...

...If you've got a 50-inch telly, that is. Nintendo is releasing an official Game Boy Advance player that will sit neatly underneath your GameCube, enabling you to play handheld games on your TV using your Cube controller.

This nifty peripheral will launch in Japan in March 2003, and in the UK later in the year. It will be released in every colour, so you'll hardly notice it snuggled beneath your beautiful wee Cube.

We want one, NOW!

FANTASY FUSION

Japanese role-player-producing powerhouses Squaresoft and Enix are merging on 1 April 2003 to form Square Enix. With Squaresoft's Final Fantasy series, and Enix's brilliant Star Ocean and Dragon Quest games, Square Enix is set to become the most influential and important developer of role-players in the world.

The reason for the partnership has been attributed to the increasing costs of developing games. But what does this mean for your average role-player fan? Simple. By combining resources Square Enix should be able to produce greater, grander and even more polished quality products.

Two of the first games to be released under this new partnership are Dragon Quest VIII and DQ Monsters III for PS2. More news on whether both titles are UK-bound soon.

DRIVER 3: NEW DETAILS

Taking a few pages out of GTA's blood-soaked book, Driver 3's updated gameplay now enables you pick up weapons and go berserk on anything with a pulse.

The action takes place in Nice, Istanbul and Miami, and inside sources have told us that it's looking like a cross between GTA and The Getaway. Funny that! But whether this ultra-violent sequel stands a chance of overthrowing the gory genius of Vice City is yet to be seen, as Infogrames won't let anyone play it at this early stage. Driver 3 is screeching into UK stores next Christmas, and will appear on PS2, Xbox, GC and PC.

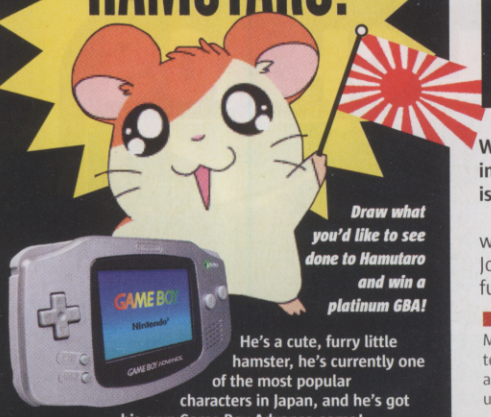
Ura Zelda! On GameCube! Who would 'ave thought it?

A LINK TO THE PAST

If you were hardcore enough to have pre-ordered a copy of the Cube version of Zelda in Japan, you will probably have received a special GameCube disc with Ocarina Of Time (N64) and Ura Zelda (64DD). Yep, you heard right.

We asked a spokesperson from Nintendo whether both games would become available in the UK when Zelda launches over here, but received the predictable "No comment" reply. However, our guess is that they will. That's if they want to prevent a full-scale attack on Nintendo's UK offices by angry Zelda fans in silly green Link costumes. Go on Nintendo, ya know ya wanna!

HAMUTARO!



Draw what you'd like to see done to Hamutaro and win a platinum GBA!

He's a cute, furry little hamster, he's currently one of the most popular characters in Japan, and he's got his own Game Boy Advance game!

Whether you love or loathe the sight of this cutesy rodent, draw us a picture of what you'd like to see done to Hamutaro. The best pic will win a platinum GBA and be featured in the March issue of CVG. Be as friendly or as violent as you like!

Send your drawings to: Hamutaro, CVG, 30 Cleveland Street, London, W1T 4JD. (Deadline for entries 12 February 2003)

STOP PRESS

- NINTY'S PROFITS DROPPED 45% IN 2002
- BLOOD OMEN 2 ON GC IN JANUARY

ROCKSTAR RETURNS

The developers behind that little-known game Grand Theft Auto: Vice City have just announced its upcoming treat Midnight Club II, and don't these screens show it to be looking mighty purty!

This super-fast racer is aiming to stop the likes of Burnout 2 in their steaming tracks, and it's due to be hitting PlayStation 2, Xbox and PC early next year. Hold onto your hats, it's going to be a bumpy ride!

NAMCO MOBILISES

With the advent of colour screens and increasingly improving technology, gaming on mobile phones is fast becoming huge.

Namco is leading the charge, so CVG met up with the Commercial Director of Namco Mobile, John McKenzie, to get the inside scoop on the future of mobile phone gaming.

■ CVG: What is the limit of mobile technology?

McKenzie: Of course there are limitations on current technology... Network operators and handset manufacturers are absorbing the experience and advances that have been used in Japan over the last two years and building on them.

■ CVG: What Namco games will be available over the coming year?

McKenzie: In the next six months we aim to publish classics such as Galaga, Pole Position, Dig Dug, Pac-Man Puzzle and Moon Cresta. Our library of arcade games is huge – about 200 titles. This means that we can select games to suit trends, tastes and available technology.

■ CVG: What will be the availability of shoot 'em ups and fighting games?

McKenzie: Everything is dependent upon technology. Once it's available, gamers will be able to play landmark titles such as Time Crisis and Tekken on their phones.

■ CVG: Will gamers be able to play role-playing games?

McKenzie: Yes. Role-playing games make the most of the main characteristic of mobile phones. In addition, we also foresee a future where a number of gamers will play one against the other using localisation features of the phones, for example. Most of all, users will be able to play and interact with each other whenever and wherever they are, since you are allowed to bring the game with you.

WIN A PHONE!

Win a Vodafone Live! Sharp GX10 pre-paid mobile phone (worth £349.99) with a subscription to Namco's Pac-Man, Galaxian, Gator Panic, Xevious and Mr Driller games. To be in with a chance of winning this awesome prize just answer this no-brainer:

What colour is Pac-Man?

- **A. Salmon pink**
- **B. Vermillion green**
- **C. Spanish Orange**
- **D. Yellow**

Send your answers on a postcard to: Namco Compo, CVG, Dennis Publishing, 30 Cleveland Street, London, W1T 4JD. (Deadline for entries is 28 January 2003) **Note: if under 18, the winner may require parental consent**

NEWS FLASH

● XBOX ROCKS

Microsoft is sponsoring Robbie Williams on an enormous European tour this summer. It kicks off on 28 June, with 15 shows across eight countries. Xbox pods will be dotted around each venue, so punters can play all the latest big-name titles.

● POKÉMON EXPLODES

Who said Pokémon was dead? Recent figures show that Ruby and Sapphire on GBA racked up a whopping two million pre-orders in Japan, prior to their release in November. And sales are still booming. No doubt we can expect a similar explosion when the little blighters invade Europe and the US later in 2003.

● HITMAKER GOES FOR GOAL

Hitmaker, the brains behind the awesome Virtua Tennis series, has released an arcade eight-player football management game in Japan, called World Club Champion Football Serie A 2001-2002. Sega hasn't announced whether it'll be coming to UK arcades or home console, but we'll keep you posted.

● SPINNING STICKS OF JOY

Look! It's the sequel to Kuru Kuru Kururin! With loads of new stages, four-player link-up modes and mini-games, Kururin Paradise should be a wacky puzzling delight. It's already on sale in Japan, and is expected to hit UK soil in spring 2003.

● MARVELLOUS MELANIE!

Nintendo is sponsoring super-fit British Champion snowboarder, Melanie Leando in conjunction with the Game Boy Advance Xtreme Team. CVG is trying to set up a meeting with Melanie so we can wow her with our mad gaming skills, and make her our office pet... because we love her.

SERIOUS GIVEAWAY!

XBOX AND FIVE GAMES UP FOR GRABS HERE!

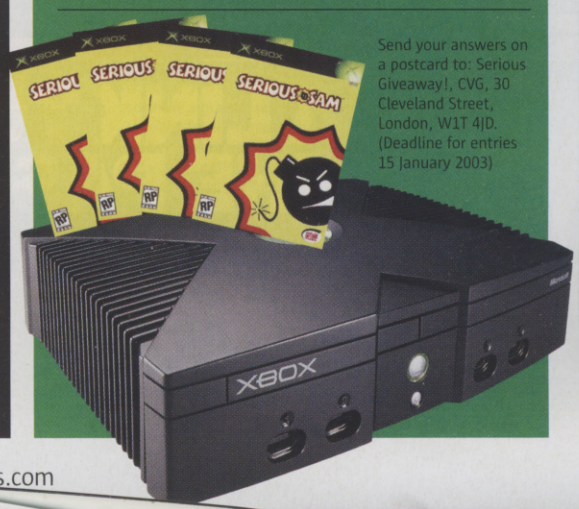
Kick-start 2003 by winning yourself a brand spanking new Xbox and a copy of Serious Sam, courtesy of those lovely folk at Take 2.

The first name pulled out of the hat will swan off with this amazing main prize, and four runners-up will each nab a copy of the game. All you gotta do is send us the correct answer to this simple question:

Serious Sam on Xbox is for how many players?

■ A. 1 ■ B. 4 ■ C. 16 ■ D. 32

Send your answers on a postcard to: Serious Giveaway!, CVG, 30 Cleveland Street, London, W1T 4JD. (Deadline for entries 15 January 2003)



MORE THAN A WOMAN

Here are the first shots of Devil May Cry 2's second playable character in action.

Lucia is a close-combat specialist, fast as lightning, and a master of daggers and throwing knives.

Lucia: the feisty red-head lays into a skeleton warrior with her curvy blades

SEGA TAKES TO THE SKIES

The two-player modes should be a total riot

You'll be able to fly over 60 supersonic aircraft

AM2 is currently developing an air-based game called Aero Elite Combat Academy exclusively for PlayStation 2.

Slated for release in March 2003, this blistering, dogfighting bonanza will give you the chance to pilot 60 of the world's coolest combat aircraft, including meaty attack helicopters and a series of blindingly quick jet fighters.

There will be dozens of customisable missions to blast through, plus you'll be able to go head to head with a buddy in a two-player option. And then apply for a top job in the RAF. Well, maybe not that last point.

- SEGA BIG CHEESE TETSU KAYAMA LETS SLIP THAT VIRTUA FIGHTER SERIES COULD SOON APPEAR ON ALL FORMATS
- NEW TIMESPLITTERS 2 MAPMAKER SITE: WWW.EIDOSINTERACTIVE.COM/GSS/LEGACY/TIMESPLITTERS2/MAPMAKER

CVG CHARTS

Jump in and we'll take you all the way to Chartsville

RELEASE DATES

PS2	DISNEY GOLF	DEC 20
PS2	RUN LIKE HELL	DEC 20
PS2/XB	ROBOCOP	DEC 20
GC	KNOCKOUT KINGS 2003	DEC 20
PS2	GLADIATOR WRESTLING	DEC 20
PS2	PACMAN WORLD 2	DEC 27
PS2	BEN HUR	DEC 29
PS2	MONSTER JAM: MAXIMUM DESTRUCTION	JAN 10
XB	CRIMSON SKIES: HIGH ROAD TO REVENGE	XMAS '02
XB	MIDTOWN MADNESS 3	XMAS '02
XB/PC	ROBOT WARS 2	XMAS '02
PS2	RYGAR	XMAS '02
PS2/XB/GC/GBA	WARHAMMER 40,000	XMAS '02
PC	WARLORDS IV: HEROES OF ETHERIA	XMAS '02
GC	SOUL FIGHTER	JAN 4
GBA	SILENT SCOPE	JAN 10
PC	SIMCITY 4	JAN 17
GC/GBA	BARBARIAN	JAN 17
GBA	MICRO MACHINES	JAN 17
GBA	ROBOCOP	JAN 17
PC	SERIOUS SAM GOLD	JAN 17
GC/GBA	DISNEY SPORTS FOOTBALL	JAN 17
GC	THE SUM OF ALL FEARS	JAN 17
PC	PRAETORIANS	JAN 17
PS	BEAR IN THE BIG BLUE HOUSE	JAN 17
XB	BRUTE FORCE	JAN 17
PC	WORLD WAR II: FRONTLINE COMMAND	JAN 17
GC	BLOOD OMEN 2	JAN 17
PC	TOCA RACE DRIVER	JAN 17
PS2/XB	FALCONE: INTO THE MAELSTROM	JAN 17
PC	COMMAND & CONQUER: GENERALS	JAN 22
GC	STAR WARS BOUNTY HUNTER	JAN 24
PC	BATTLEFIELD 1942: ROAD TO ROME	JAN 24
PS2	SCRABBLE 2003 EDITION	JAN 24
GC	WARIO WORLD	JAN 24
PS2	DEFENDER	JAN 24
PC	THE SIMS ONLINE	JAN 31
XB	DEAD TO RIGHTS	JAN 31
GC/XB	FIREBLADE	JAN 31
PS2	SWORD OF THE SAMURAI	JAN 31
GC	TOM CLANCY'S GHOST RECON	JAN 31
PC	SPLINTER CELL	JAN 31
PS2	WILD ARMS 3	JAN 31
PS2	STAR WARS: CLONE WARS	JAN 31
PS2	TENNIS MASTERS SERIES 2003	JAN 31
PS2/GC	BATTLEBOTS	JAN
PS2	APE ESCAPE	JAN
PS2/XB	BATTLE ENGINE AQUILA	JAN
GBA/GC	CASTLEWEEN	JAN
PS2	COASTER WORKS II	JAN
GBA	CONTRA ADVANCE: THE ALIEN WARS EX	JAN
PS2	CONTRA SHATTERED SOLDIER	JAN
GBA	DAKAR 2	JAN
PS2/GC/XB	FROGGER CLASSIC	JAN
PS2	FUGITIVE HUNTER	JAN
PS	JINX	JAN
XB	MERCEDES-BENZ WORLD RACING	JAN
XB	PANZER DRAGOON ORTA	JAN
PC	SHADOW OF MEMORIES	JAN
GC/GBA/XB/PS	SUPER BUBBLE POP	JAN
PS2	THE MARK OF KRI	JAN
PS2/PS	TREASURE PLANET	JAN
PC	SPONGEBOB EMPLOYEE OF THE MONTH	JAN
GBA/PC	JIMMY NEUTRON 2: VS JIMMY NEGATRON	JAN
XB	GLOBAL STRIKE TEAM	FEB 1
GBA	SOUND OF THUNDER	FEB 1
PS2	BUTTERFLY TABLE TENNIS	FEB 1
PC	DARK AGE OF CAMELOT: SHROUDED ISLES	FEB 2
GC	RALLY CHAMPIONSHIP	FEB 6
PS2	THE SIMS	FEB 7
PC	GROM	FEB 7
GBA	GRAND THEFT AUTO 3	FEB 7
PC	PROJECT IGI 2	FEB 7
PS2/GC	VEXX	FEB 7
PS2/XB/GBA	ROBOCOP	FEB 7
XB	OPERATION FLASHPOINT: COLD WAR CRISIS	FEB 7
GC	MONOPOLY PARTY	FEB 7
GBA	KONG	FEB 7
PC	SPEED MACHINES	FEB 7
PS2	RETURN TO CASTLE WOLFENSTEIN	FEB 7
PS2	TOM & JERRY: WAR OF THE WHISKERS	FEB 7
XB	DEAD OR ALIVE XTREME BEACH VOLLEYBALL	FEB 14
GC	ROBOTECH: BATTLECRY	FEB 14
PS2	MALICE	FEB 14

RELEASE DATES SUBJECT TO CHANGE

CVG MOST WANTED

1. RESIDENT EVIL 4 (GC)
Mike: "A mental sequel, which will upset your mind as well as your stomach"

2. DEVIL MAY CRY 2 (PS2)
Paul: "It was this series that invented the 'stylish hard action' genre. You gotta love it!"

3. LEGEND OF ZELDA (GC)
Lee: "Use a giant leaf as a makeshift parachute! What more could you want?"

4. STEEL BATTALION (XBOX)
Alex: "Any game with fewer than 40 buttons is too easy. This'll turn you into a gaming Goliath"

5. ZOE 2 (PS2)
Jaime: "What a stunner! It really does look like you're playing a Manga Cartoon"

READER'S MOST WANTED

Here's what much-feared Soul Calibur master 'Jonners' is looking forward to in 2003.

1. SOUL CALIBUR 2 (PS2)
I can't wait to get down and dirty with Ivy again

2. DEVIL MAY CRY 2 (PS2)
Dante's the daddy. Bet I could 'ave 'im, though

3. RES EVIL 0 (GC)
I'm counting on it being the best Resi yet. It better be, or I'm gonna hurt somebody!

4. LEGEND OF ZELDA (GC)
I'm no kid, RIGHT! But I've seen movies of Zelda in action, and it looks like the greatest action RPG ever

5. GOLDEN SUN 2 (GBA)
The sequel to the finest handheld RPG of all time!

Send CVG a photo of yourself and list of five games you're most excited about playing, plus ten words on each telling us why.
READER'S MOST WANTED, CVG, DENNIS PUBLISHING, 30 CLEVELAND STREET, LONDON, W1T 4JD. EMAIL: MAILBAG.CVG@DENNIS.CO.UK (SUBJECT: READER'S MOST WANTED)

TOP FIVE GAMES TO CONVERT YOUR GIRLFRIEND TO GAMES

1. SAMBA DE AMIGO (DC)
Get your lady shaking her maracas and she won't want to stop. Watch her go nuts to that mad Latin beat

2. MONKEY BALL (GC)
Cuter than a white seal pup on a bed of roses, Monkey Ball's super-sweet look will turn your missus to mush. "Aww, innit laarvly!"

3. DANCING STAGE EUROMIX (PS)
Get your woman jigglin' her booty on the dance mat. It probably won't convince her that videogames aren't stoopid, but who cares

4. ZELDA: OCARINA OF TIME (N64)
Take turns in controlling Link through this charming masterpiece. If your girlfriend dares lose herself in the story, she'll love every minute of it

5. KINGDOM HEARTS (PS2)
Every time a famous Disney character pops up on screen it'll trigger memories of her watching cartoons and drinking Nesquik as an ickle girl

MULTI-FORMAT TOP SELLERS

1.	GTA Vice City	PS2
2.	Harry Potter: COS	PS, PC, GC, XB, PS2
3.	FIFA 2003	XB, PS2, PC, PS
4.	LOTR: The Two Towers	PS2, GBA
5.	WWE: SmackDown!	PS2
6.	Tony Hawk's Pro Skater 4	PS2, XB, GC
7.	Colin McRae 3	PS2, XB
8.	Dancing Stage Party Edition	PS
9.	Pro Evolution Soccer 2	PS2, PS
10.	Star Fox Adventures	GC

INGS:

L	F	A	GD	Pts
0	6	1	+5	9
1	3	3	0	6
2	5	5	0	3
3	3	8	-5	0

FINAL:
David Sefah...3 Dave Collier...1

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NATIONAL PRO EVOLUTION SOCCER 2 CHAMPIONSHIP

SIMPLY THE BEST!

LONDONER DAVID SEFAH IS PES2 CHAMPION

We have a winner! Fifteen-year-old David Sefah, from Leyton in East London, has been crowned king of Pro Evo, after winning the first ever National PES2 Championship, organised by CVG in conjunction with sponsors GAME, Konami and UMBRO.

Four players reached the final after regional heats held at GAME stores in October, where 128 players fought it out after being selected from thousands of entrants. The regional winners played each other at the Sports Academy in London, with the top two – David Sefah and Dave Collier, from Exeter – contesting the grand final.

David (France) opened the scoring on 13 min following a defensive mix-up. He gave away a free kick near the edge of the box on 37 min and this time was punished with a great goal with this amazing main prize, and four runners-up will each nab a copy of the game. All you gotta do is send us the correct answer to this simple question:

Come on, you'd be looking smug too with those winnings under your belt

David's cup doth runneth over with prizes

Maybe David's touch will rub off on the others

But there's only one winner! David has so far won £1000-worth of GAME vouchers, every Konami game released in the next 12 months, a pair of cool UMBRO XAI football boots and two tickets for Chelsea v Middlesbrough. And now he's going to Switzerland to represent Britain in the European PES2 Championship. How cool? Watch out for a report next month. And good luck, David!

And the star prize: CVG, of course!

Serious Sam on Xbox is for how many players?

■ A. 1 ■ B. 4 ■ C. 16 ■ D. 32

Send your answers on a postcard to: Serious Giveaway!, CVG, 30 Cleveland Street, London, W1T 4JD. (Deadline for entries 15 January 2003)

Filmaker, the brains behind the awesome Virtua Tennis series, has released an arcade eight-player football management game in Japan, called World Club Champion Football Serie A 2001-2002. Sega hasn't announced whether it'll be coming to UK arcades or home console, but we'll keep you posted.

SPINNING STICKS OF JOY

Look! It's the sequel to Kuru Kuru Kururin! With loads of new stages, four-player link-up modes and mini-games, Kururin Paradise should be a wacky puzzling delight. It's already on sale in Japan, and is expected to hit UK soil in spring 2003.

MARVELLOUS MELANIE!

Nintendo is sponsoring super-fit British Champion snowboarder, Melanie Leando in conjunction with the Game Boy Advance Xtreme Team. CVG is trying to set up a meeting with Melanie so we can wow her with our mad gaming skills, and make her our office pet... because we love her.

WHO ARE YA? WINNER!

NAME: David Sefah
AGE: 15
FROM: Leyton, London
REGIONAL FINAL: London
SUPPORTS: Liverpool
PLAYS AS: France

David needed penalties to win his second-round match in the London regionals. But he got past some tough opposition to make it to the national finals.

His tactic is to keep the ball and pass to Thierry Henry's feet so "he can do the rest". David's quite aggressive on the pitch and even when he's winning comfortably he still goes for more goals.

In the finals David scored nine goals in four games and won the final itself against Dave Collier 3-1. He was definitely a worthy winner, and very modest. "I did get kinda lucky in that last match – his defenders made mistakes," he told us. "It was a hard final."

WHO ARE YA? RUNNER UP!

NAME: Dave Collier
AGE: 17
FROM: Exeter
REGIONAL FINAL: Bristol
SUPPORTS: Liverpool
PLAYS AS: Italy

In the regionals Dave was about to lose his quarter-final 1-0 when there was a power cut! He won the re-match 1-0 and went on to win the final with a Golden Goal in extra time.

He likes to play a passing game and, thanks to lots of practice with the UMBRO Training Mode in PES2, is dead good with free kicks using Francesco Totti.

David beat Chris (on penalties) and Sam to make it to the grand final. Errors at the back let David in for three goals, one from a corner.

"It was all down to my defence, really," said Dave. "They're supposed to be the best in the game..."

WHO ARE YA? 3rd

NAME: Sam Taylor
AGE: 15
FROM: Chilwell
REGIONAL FINAL: Nottingham
SUPPORTS: Nottingham Forest
PLAYS AS: France (or Wales!)

In the Nottingham regional 'Psycho' Sam had nine players sent off in five games and was sick on the floor during the final! But he did very well to come from behind to get through to the national finals.

Sam's tactic, as you can guess, is to rough up and frustrate opponents. He had to be more restrained in the finals, though, as the matches were longer, but he lost all three group games. He had three men sent off in the third/fourth place play-off but he won it!

"I was awful," admitted Sam. "I went 1-0 down early on and just lost it." Psycho then smashed up the bar. Only joking.

WHO ARE YA? 4th

NAME: Chris Dixon
AGE: 19
FROM: Billingham
REGIONAL FINAL: Blackburn
SUPPORTS: Sheffield Wednesday
PLAYS AS: Italy

At the Blackburn regional final Chris made his way through to the nationals with some fine results.

Like Dave Collier, he's an expert at free kicks using Francesco Totti. In his regional final he got one in from 35 yards. Pick that out!

Chris came close to reaching the grand final but narrowly lost to both Dave (on penalties) and David (in extra time). He beat Sam in their group game but threw away a lead to lose the third/fourth play-off.

"I was unlucky today," sobbed Chris. "I only lost to [eventual winner] David on a Golden Goal. I had two chances: he saved one, and I put the other just wide."

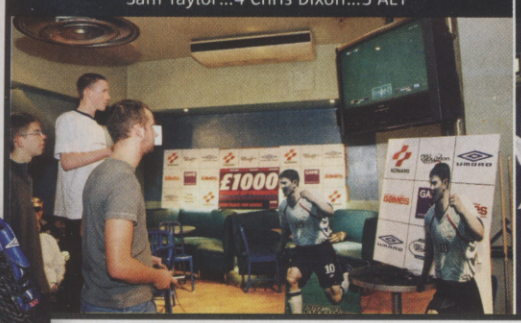
NATIONAL PES2 CHAMPIONSHIP FINAL RESULTS

GROUP STAGE:
David Sefah 3 Sam Taylor 0
Dave Collier 1 Chris Dixon 1 (5-3 pens)
David Sefah 2 Chris Dixon 1 AET
Sam Taylor 1, Dave Collier 2
Chris Dixon 3 Sam Taylor 2
David Sefah 1 Dave Collier 0

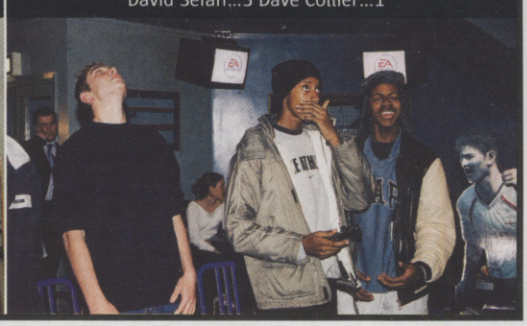
FINAL GROUP STANDINGS:

NAME	W	L	F	A	GD	Pts
David Sefah	3	0	6	1	+5	9
Dave Collier	2	1	3	3	0	6
Chris Dixon	1	2	5	5	0	3
Sam Taylor	0	3	3	8	-5	0

THIRD/FOURTH PLACE PLAY-OFF:
Sam Taylor...4 Chris Dixon...3 AET



FINAL:
David Sefah...3 Dave Collier...1



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TURN THE LIGHTS OUT AND PRETEND IT'S THE END OF THE MOVIE

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CACKMAN'S THOUGHT OF THE MONTH
Wow! GTA: Vice City is SO different from GTA III, isn't it? Reminds Cackman of the massive gameplay changes between Tomb Raiders 2 and 3, in fact.

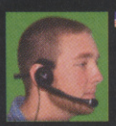
CACKMAN

THE INDEPENDENT VOICE OF THE FREE GAMING NATION

XBOX LIVE! USERS GUIDE

If you're one of the four people in the UK that has broadband, you'll soon be able to play online games against American people. You'll even be able to talk to them with the mic on the headset. But it will sound like someone talking with one bar of signal on their mobile phone, on a train going into a tunnel.

Here's Cackman's guide to the things your American cousins will shout at you in their primitive colonial half-English. Also, what the babblings mean and how you should respond.



They say: "Yo, homey! Wassup!"
Translation: "I'm 12. I live in a middle-class white suburb. I heard Eminem on the radio and I think I'm a gangsta. Hello."
You say: "I'm not going on your team. You talk like a bell end."

They say: "You suck ass!"
Translation: the people of America are so fat they'll eat anything at all. 'Sucking' ass is actually a cardinal sin: you should be swallowing it whole. Unwiped, as well.
You say: "Who won that Vietnam thing again?"

They say: "Xbox rocks, man!"
Translation: "I work for Microsoft. They make us come on here so Xbox Live! doesn't look like a hideous failure."
You say: "Do tell me more about that anti-trust settlement, Mr Gates."

They make: hideous hysterical whooping noises
Translation: "I've got a serious brain disease. It makes my arm turn round in little circles and I can't bear it"
You say: "Call 999. I know it's a different number in your country but I want you to suffer."

LETTERS TO CACKMAN

Is it true that Xboxes will be FREE on February 1, and if this is the case, why?
James, via email.
Cackman proved that through science. Therefore it is the truth. Here are some other true scientific facts proved in the Cackman labs this month. Believe them ALL, James. Believe in... Cackman.

1. If you spin the Mario Sunshine disc backwards in your GameCube, you get to play as Satan.
2. The analog sticks on the PS2 pad are made from the nipples of the yak.
3. There is a real emotion inside a PS2: the sadness you feel seeing a dead puppy in the road. It's not your dog, but its leg is hanging off.

EXCLUSIVE! EA'S LIST OF IMPROVEMENTS FOR MADDEN 2004!

- Take a polygon off the player's leg and put it on his helmet
- Type in new player names for the US version. Other territories won't notice
- Alter the angle of one of the random scribbly lines on the playbook diagram
- Change the '3' to a '4'
- Write a slightly larger cheque, payable to the NFL

Ninten-doh!

Ten years ago, Nintendo dominated the global games industry. Classic games were coming out of Kyoto more regularly than bullet trains, and console sales were higher than the guys that made Rez.

Today, the GameCube is in a laughable third place behind the Xbox in the UK and US. Yes, that's MICROSOFT'S Xbox. In Japan, it's getting the prison showers treatment by PlayStation 2. So where did it all go wrong? Cackman's no business analyst, he'll admit, but he has a few suggestions...

DON'T FIX PRICES

Nintendo's just been fined close to a hundred million quid for illegally fixing high prices for Nintendo games in 1998. Gamers like good gameplay; they're less happy about giant corporations remorselessly raping every last penny out of them.

DON'T MAKE GRAPHICS ILLEGIBLE

The Nintendo 64 was home to some of the finest titles in videogame history. The public didn't see this – thanks to the blurry graphics. CDs are cheap to make, cartridges are expensive. Cost-conscious Nintendo chooses... carts.

DON'T MAKE A GAME BOY YOU CAN'T SEE

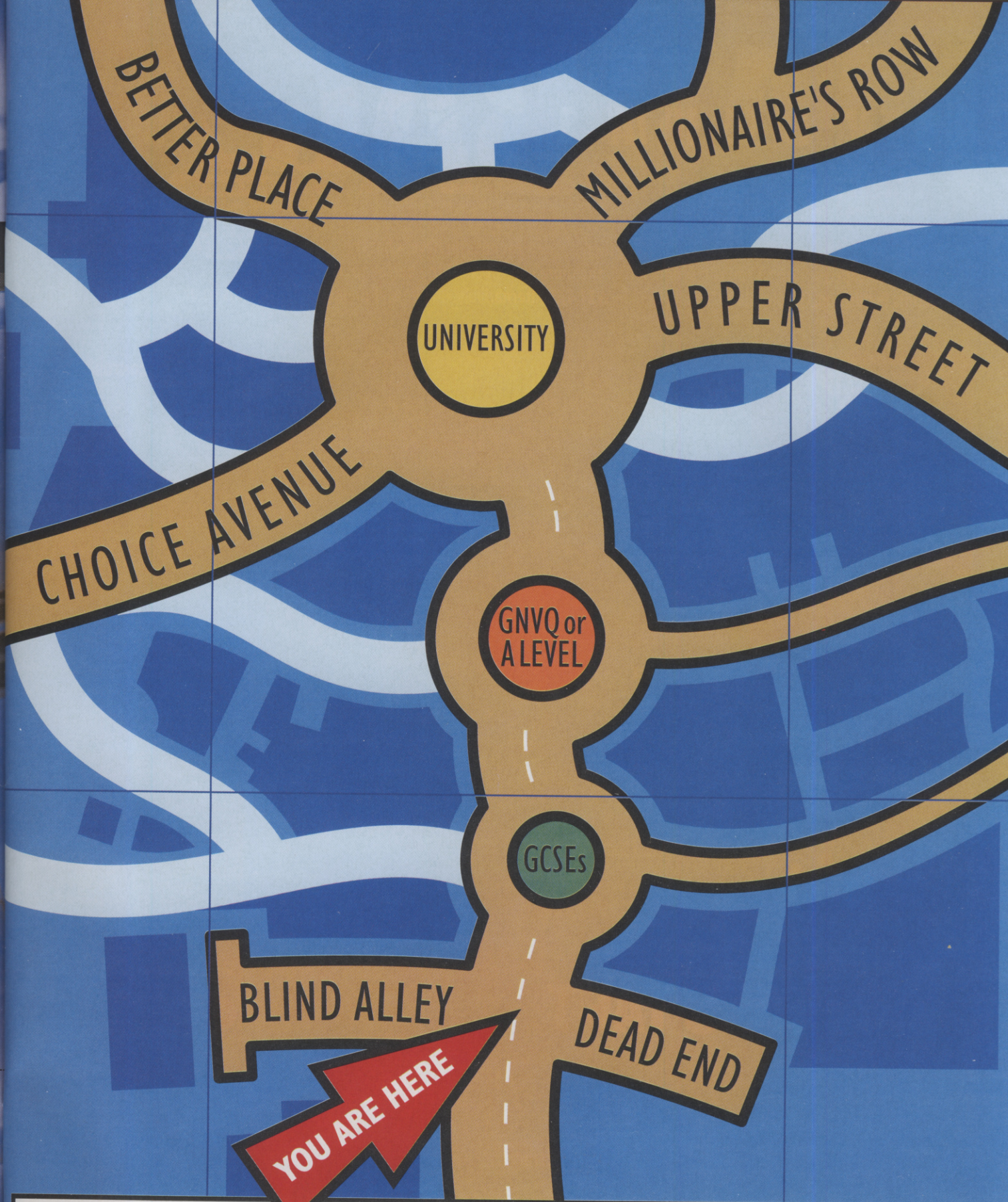
In the Game Boy, Nintendo had the biggest-selling games console of all time. For its follow-up it decided to make the screen so dark you needed to wear a miner's headlight to play it. Or live on a satellite closely orbiting the sun. Clever.

DON'T BREAK MARIO

No games company has characters like Nintendo's. To celebrate this, Nintendo turned the Super Mario Brothers into the Super Cleaner Brothers. What prestigious careers. Mario washes, Luigi vacuums. That'll be £79.97 of your hard-earned cash, please.

WRITE TO CACKMAN

You lot must have ideas. Questions. Theories. Write to Cackman at the usual address, and the best will win an awesome prize! Senders of anything Cackman considers to be crap will be subjected to GBH in text form on this very page. Come on! You want to be famous, don't you? What else have you got to live for in your stupid little lives?



You're probably not thinking beyond your GCSEs at the moment, but the choices you make now can affect the paths you take later on. There are loads of ways to get on in life but, wherever you want to be, going to college or university will help you get there. For a free magazine that will tell you how to get to uni, what goes on there and how it will help you get a great job, call **0800 587 8500** or visit **www.aimhigher.gov.uk**

Aimhigher™ College or uni...don't leave the future to chance.

MAILBAG

Hunter's

Don't keep your opinions to yourselves. Write to us, then all your friends can have a hearty chuckle at your expense. Great! You can send a letter, the more controversial the better, to: Mailbag, CVG, Dennis Publishing, 30 Cleveland Street, London W1T 4JD. Alternatively, email us at mailbag.cvg@dennis.co.uk

PUNCHLINES MAKE PRIZES!

Way back in the heady days of issue 253 we asked you lot to come up with the punchiest punchline to this joke: 'How many Xbox owners does it take to swap a SCART lead?' Here are some of the replies...

A: One – so long as he has the entire Microsoft technical support team behind him!
ckl_o_78, email

A: Two – one to apply lubricant and the other to wrench it from Bill Gate's arse.
Mark, Up North

But the CVG favourite has got to be this sharp, cutting reply that came from Official Wittiest Reader, James Keane:

A: Both of them.

Congrats, James, a prize is winging its way to you now.

I IS SARCASTIC

Hi CVG. I just want to tell you about this idea I had for Unreal Tournament 2003. How about you put an advert up on your website asking all those smart people who make games mods to make a rewritten version of the game with funny/imaginative weapons and arenas, then send it off to have it released as something like UT 2003: The Decent One.
Phill, Belgium

So your Big Idea is to try and get us to make a game better because you don't like it? Ah, go on then. We did Mario 64, Ocarina Of Time and GoldenEye, so one more won't hurt.

LIFE SENTENCE

As the 21st century rolls on, us PlayStation 2 owners have never had it so good, with the likes of Colin McRae 3, GTA Vice City and SmackDown! 4. But even with all these great games on the way, I feel my videogaming life is far from complete. Here's a list of games that, if released on PS2, would mean I'd never have to buy another game again.
1. Resident Evil 0 & 5. Probably never to be released on PS2.
2. Sega Vs Nintendo Mêlée. Oh, the possibilities! Think about it!
3. Powerstone 3. Come on Capcom, where's the sequel?
4. Panzer Dragoon Saga 2. Role-player, not shoot 'em up.
5. Shining Force 4. Nuff said!
6. A Shenmue/GTA-type, FREE. With lots more fighting, weapons and completely interactive surroundings. It would also be mega if this game was set in Bristol (why does London always get all the fun?)
Mike Krupa ov L-Dub, Bristol

OH, DRAGON BOLLOX!

Please please please tell me that Dragon Ball Z for the PS2 will also be coming out for the Xbox. I love Dragon Ball so much that not to let the Xbox have it is a crime.
StrBamber

It's not. Your best alternative is to buy a DBZ costume and start leathering people in the street. Like our Lee does.

TIPS/LETTERS CONFUSION

Pro Evolution Soccer 2 is wonderful – they got the passing spot on. But there are a few things which I wouldn't mind some help with. First, how do you tackle? I always seem to tackle using X or Square and always get yellows, but when I use Circle I always seem to get reds. Second, could you print a list of all the real teams for me cos who the hell are Rijnkana? Thanks!
Spider

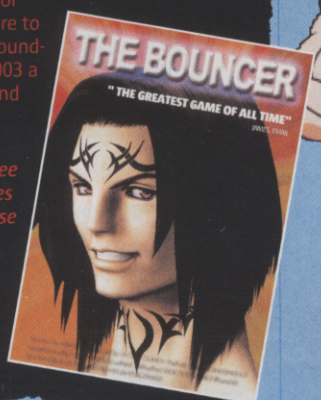
The tackling is all about timing. Use X tackles most of the time, and only dive in with a slide as a last resort. Chase players and run across them to nick the ball. Only press Square to get you in close, as you'll just push players over otherwise. Datel has a disc out that changes all the team names for you. It costs a tenner, but it only changes the players that are there. Doesn't move Rio to Man U or anything. Here are the teams:

Celt	Celtic
Connact	Rangers
Aragon	Manchester Utd
London	Arsenal
Liguria	Chelsea
Europort	Liverpool
Yorkshire	Leeds Utd
Lake District	West Ham Utd
Highlands	Newcastle Utd
Dublin	Aston Villa
Cataluna	Barcelona
Navarra	Real Madrid
Andalucia	Valencia
Cantabria	Deportivo La Coruña
Provence	Monaco
Languedoc	Marseille
Normandie	Paris
Medoc	Bordeaux
Rijnkana	Ajax
Noordzee	Feyenoord
Flandre	PSV
Marche	Inter
Piermonte	Juventus
Lombardia	Milan
Umbria	Lazio
Emilia	Parma
Toscana	Fiorentina
Abruzzi	Roma
West Falen	Dortmund
Anhalt	Bayern Munich
Ruhr	Leverkusen
Rheinland	Hamburg SV
Peloponn	Olympiakos
Byzantin	Galatasaray
Maramara	Dynamo Kiev
Valdai	Spartek Moscow
Selvas	Vasco
Mato Gro	Palmerias
Pampas	River Plate
Patagonia	Boca Juniors

GRAPHICS TART

I generally don't have a problem with CVG. However, the last issue was crap. Most of your reviews barely cover half a page and the majority of those are inaccurate. How can you give a tired old football sim (Pro Evo Soccer 2) ten out of ten when it's had thousands of incarnations and, to my knowledge, has little more to offer over any other footie sim. Then you gave ground-breaking game (in graphical terms at least) UT 2003 a measly eight out of ten, and your reasoning behind this sucked! Did you actually play it?
James

If we gave every game ten pages, you'd read three reviews an issue. We play the small review games as hard as the big ones, but we have to be concise to get them all in. Surprised you didn't get that since you obviously know everything about games. Oddly you don't realise Pro Evo 2 is the finest game ever of the finest sport on Earth. It wasn't the graphics that got UT 2003 its great score of 8/10. Let's guess your fave game ever: The Bouncer. GREAT GRAPHICS! Clown.



GOLDEN BONE

MUSICAL REVELATION

Why has Rockstar released seven GTA Vice City albums? I've got a cheaper way to listen to game music. Get a stereo SCART cable for £5.99, then record it onto a tape with the sound effects turned down. Rockstar can stuff its soundtracks! But lots of people will still buy the albums because they've got GTA plastered all over them.

Sean Mendez, Bilston

P.S. I'm addicted to Advance Wars

£5.99? Turning up the volume on your TV is FREE. Here's a tip if you're listening to music away from the console. 'Music' wasn't invented just to make games less quiet: there are CDs full of tunes by 'bands' that are BETTER than game music. We know, it's OUTRAGEOUS.

BLAGGER IN CHIEF

I live in Letterkenny, Ireland and the shops don't stock your mag. If I want to get CVG I have to get into Northern Ireland by hitching rides from schizophrenic farmers and middle-aged women who cannot drive to save themselves. Can't you get your distributors to send it here? Or better still, just send me free copies?

James Doherty, Ireland

Nice try, you tight git. Have you ever thought of subscribing?

ZELDA PANIC

I'm a new reader of your rockin' mag, and I have questions about Zelda:
1. The four-player link-up on the GBA game is a good idea, but, I only have two other friends who are planning on buying Zelda when it's released.
2. Will the GameCube version lose any of its intense action by it becoming cel-shaded?
3. And lastly, when is it released on GBA and GameCube?

Anon, Anonshire

1. There are effectively two games on the GBA cart. Link To The Past, which is singleplayer, and Four Swords which you can play with up to three other mates. So stop stressing.
2. If we put on a clown mask and punch you in the face, it'll still hurt. Are you with us?
3. Cube Zelda is out in the summer, and the GBA version hits around Easter time. Happy now, mystery man?

MR MYAMOTO WRITES...

Cel-shading has really opened doors for the game designers with enhanced facial expression, character motion and stylised/fictional worlds that can be created. People who look at the screenshots of Zelda and say it's cack because it looks like a cartoon are stupid. They should play the game before they judge it.

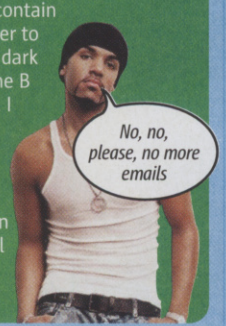
Matt Hodgkiss, Welling

Look, Mr Miyamoto, stop writing us pretend letters. Zelda's going to be great, you won't lose your job. Your days of scraping toilets clean are long gone. Unless you take too long with the PAL conversion.

PASS THE RAZOR BLADES

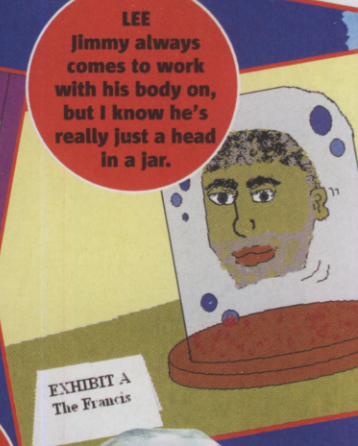
Do you think this game sounds cool? It's called 'Mario And Luigi' and it will include both of them. Their quest will be to save the world from darkness, and their only obstacle is the B squad (a team of King Bowser and King Boo). There is an excellent twist. The two bros will both have their E Gadd Equipment (the FLUDD and the Poltergust 3000) and if that isn't good enough, get a load of this. Their new level objective will be the shine orbs (small balls of light which contain enough power to open up the dark fortress or the B squad's lair). I don't know what the levels are going to be like but when I do I'll email you back.

craigdavid1



DRAWINZ WOT WE DUN

This month the CVG team decided to put some of their latent 'creativity' to good use and produce portraits of a magazine member of their choice. (Well, even we can't be playing games ALL the time. Okay, we could but Saddam, sorry ALEX, won't let us.) Anyway, as the evidence shows, some 'interesting' results ensued, Lee in particular exhibiting some rather worrying tendencies. Jimmy would be wise to sleep with one eye open from now on – Lee's obviously got issues.

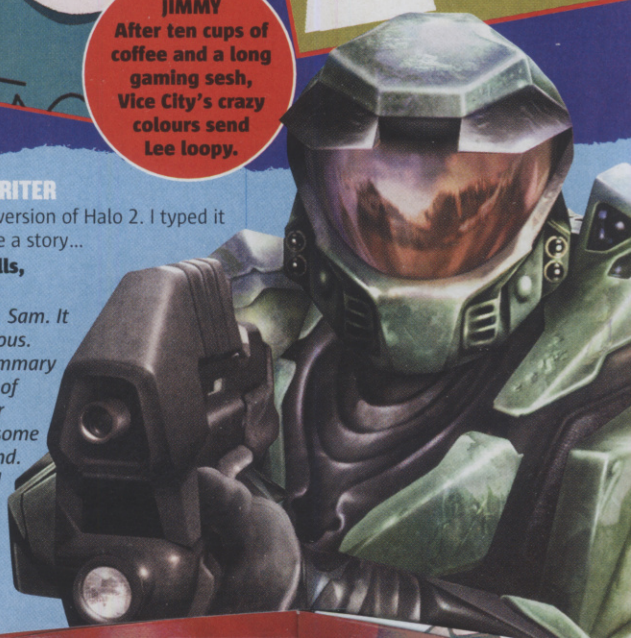


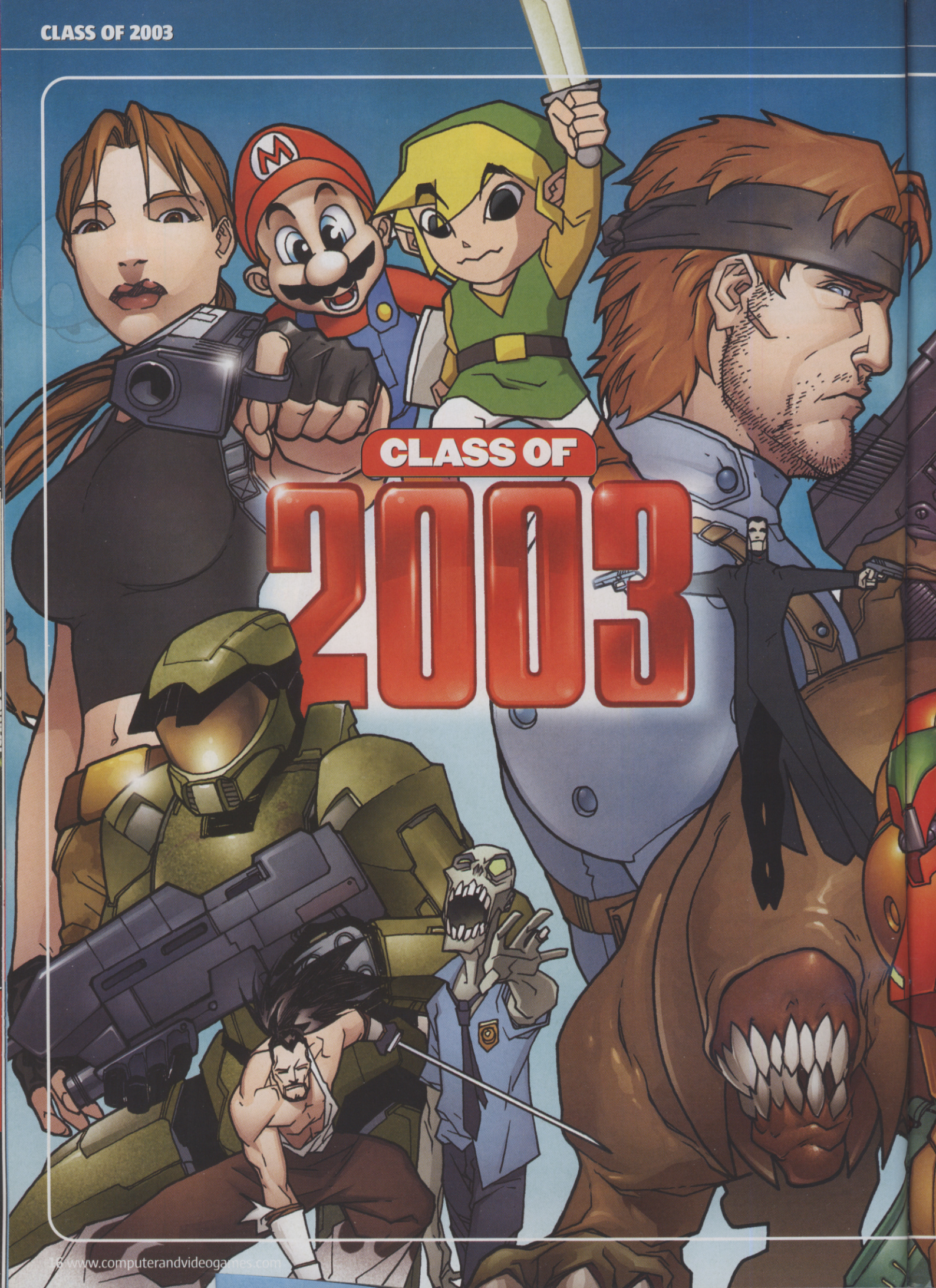
SCRIPT WRITER

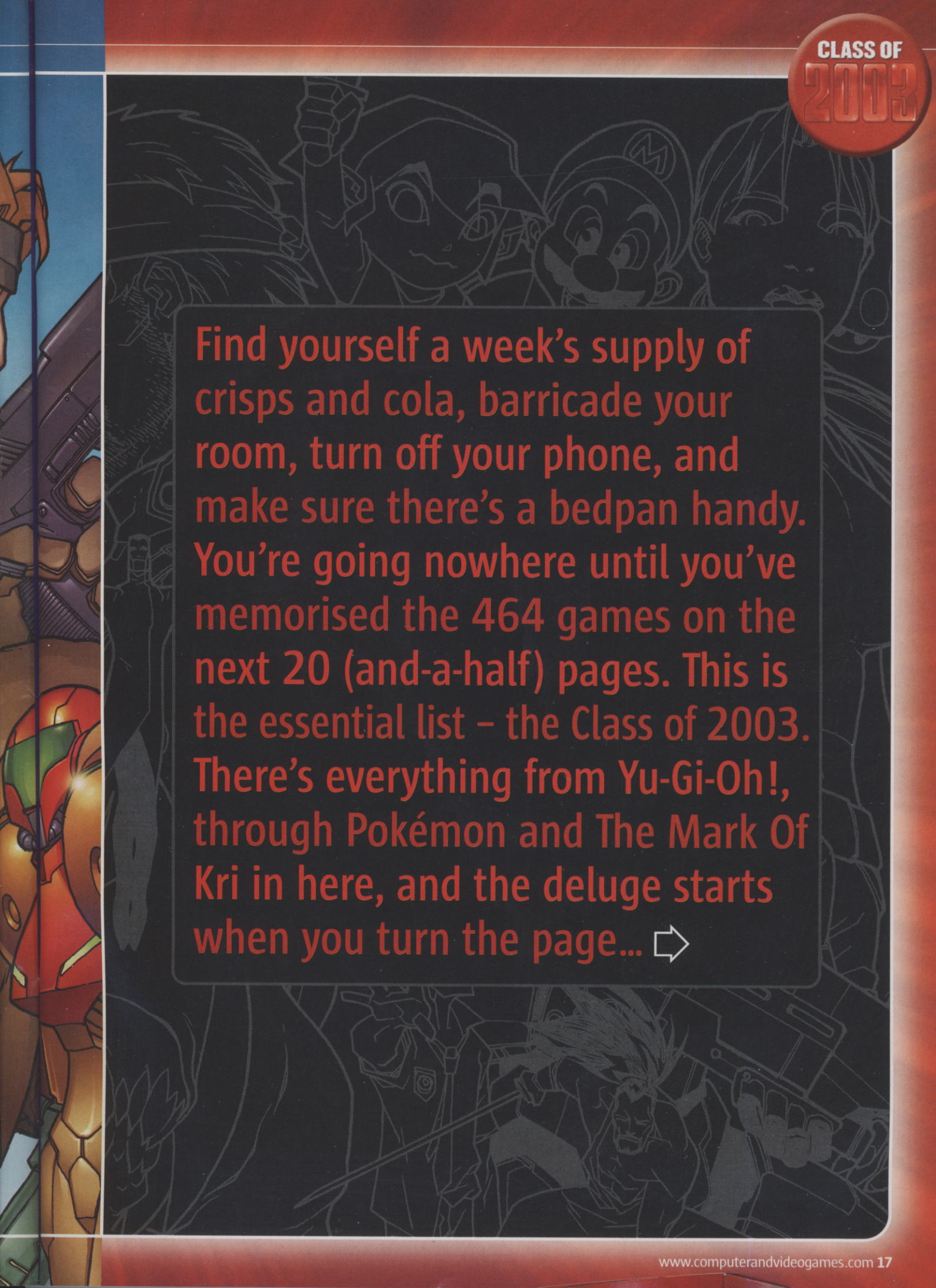
Here is my version of Halo 2. I typed it up more like a story...

Sam Nicholls, Kettering

We noticed, Sam. It was enormous. Here's a summary for the rest of you: Master Chief does some stuff. The end. It was good though, cheers.




CLASS OF
2003

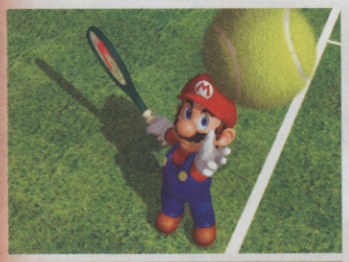


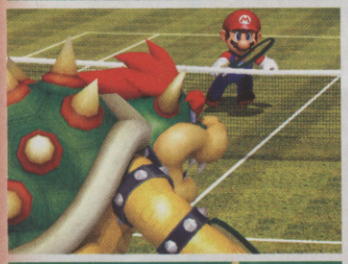
Find yourself a week's supply of crisps and cola, barricade your room, turn off your phone, and make sure there's a bedpan handy. You're going nowhere until you've memorised the 464 games on the next 20 (and-a-half) pages. This is the essential list – the Class of 2003. There's everything from Yu-Gi-Oh!, through Pokémon and The Mark Of Kri in here, and the deluge starts when you turn the page...

EVIL DEAD: A FISTFUL OF BOOMSTICK

■ FORMAT: PS2, XB
■ PUB: THQ
■ DEV: VIS
■ ETA: JUNE

Imagine how cool State Of Emergency would have been with a) some sort of variety and b) lots of lumbering zombies which break into messy bits when blasted. THQ has thought about it, and that's the way its latest Evil Dead game is shaping up.





MARIO TENNIS

■ FORMAT: GC
■ PUB: NINTENDO
■ DEV: CAMELOT
■ ETA: SUMMER

The N64 version is regarded as a sports classic, and Camelot is serving up more of the same on GameCube later this year. Expect to see Mario and Luigi back on court, while rumour suggests a Super Smash Brothers-beating player roster.

FEAR EFFECT INFERNO

■ FORMAT: PS2 ■ PUB: EIDOS
■ DEV: KRONOS DIGITAL ■ ETA: MARCH

Forget the fact that there are lesbians in it (it can be done, really). Think only that if this Manga action game improves on the PSone games, it could be something very special indeed.

Once again you step into the shoes (Doc Martens, probably) of Hana and Rain, but this time around the plot works all manner of gruesome demonic mutation into the Asian mysticism.

One sequence shows Hana freaking out in a lift, as it opens to reveal a wall of pulsating bloody flesh and tentacles. Then suddenly she's surrounded by throbbing guts and generally having a hard time of it. It may play a bit like Resident Evil, but in terms of content it's far removed.

RAYMAN 3: HOODLUM HAVOC

■ FORMAT: PS2, XB, GC, PC, GBA ■ PUB: UBI SOFT
■ DEV: UBI SOFT ■ ETA: MARCH

We don't understand why people have such a downer on Rayman. He's basically armless. (Sorry, we couldn't resist.)

He's also looking to cement his place among the platform elite with his third game. Rayman 1 was a special kind of crap, but if you won't open your mind to the loveliness of Rayman 2: The Great Escape, there's no hope for you.

Garlic is obviously good for the imagination, since Hoodlum Havoc features some of the most vivid geography you'll see in a game all year. Rayman gets fist power-ups this time, giving him the ability to make mini hurricanes and shoot lightning. Every new skill opens up new parts of the world, Banjo Kazooie-style.

CHARLIE'S ANGELS

■ FORMAT: PS2, GBA
■ PUB: UBI SOFT
■ DEV: UBI SOFT
■ ETA: WINTER

Charlie's what? We know the moment has sort of passed right now, but there's a new film in the works so interest is set to snowball again. Ubi Soft can draw on the content from the TV show and the films. Let's hope they scan in Cameron Diaz.

HARDWARE

■ FORMAT: PS2
■ PUB: SONY
■ DEV: SONY
■ ETA: SPRING

In which Sony says tanks to all the people who buy into PS2 online. Big tanks. Big tanks that fight on the Internet. It's looking like being a cross between Twisted Metal: Black and Virtual On, which has to be a good thing. We're there.

BREATH OF FIRE V: DRAGON QUARTER

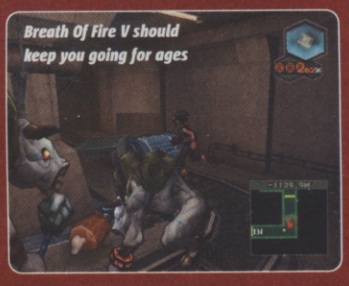
■ FORMAT: PS2 ■ PUB: CAPCOM
■ DEV: CAPCOM ■ ETA: SUMMER

If you've been out on a particularly heavy night, breathe into your hands as soon as soon as you wake up.

'Breath of fire'. Capcom's spin on this minging mystical mouth odour is making it into a classy toon-shaded role-playing videogame. Here at CVG we admire that kind of vision. What artists.

In Japan, the Breath Of Fire games are more popular than sushi. This instalment marries technological confusion (characters wield rusty swords and run about in futuristic underground tunnels), turn-based fighting and big dragons.

2003 is going to be a particularly hot year for role-players, and Breath Of Fire V looks to have the skills to pay the bills.



ENTER THE MATRIX

■ FORMAT: PS2, XB, GC, PC ■ PUB: INFOGRAMES ■ DEV: SHINY ENTERTAINMENT ■ ETA: MAY

Bet you can't wait to be Neo. Bosh the red pill, download some kung fu and kick some ass.

It's not going to happen. You play as über-hard driver chick Niobhe, or an assassin called Ghost. Before you start whingeing, the Wachowski brothers have thought this all through. They wrote the game's script. They filmed hours of motion capture with the film's stars. They know what's best.

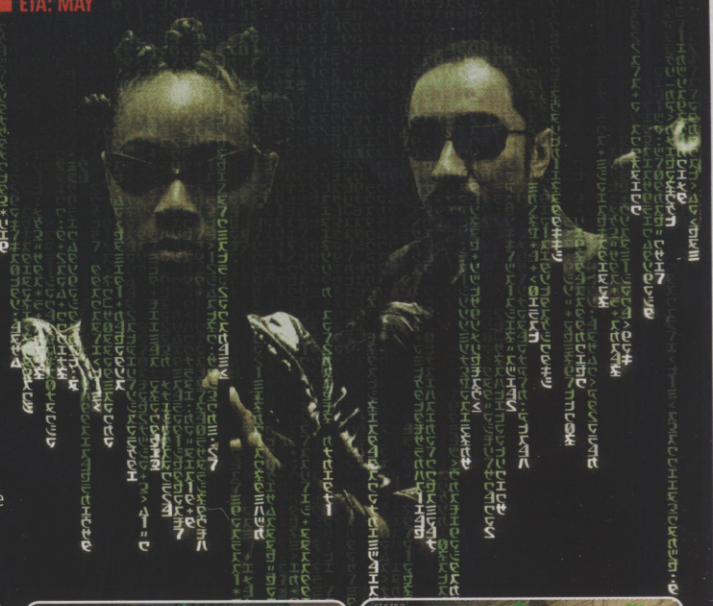
What kind of game is it? There's lots of fighting, lots of shooting, lots of adventuring and some driving. It's a side story to the film, so you'll see areas in the film you've already explored. There will be items on the silver screen that you had a big hand in putting there. There's even talk of the videogame and the film crossing over as you're sat watching The Matrix Reloaded.

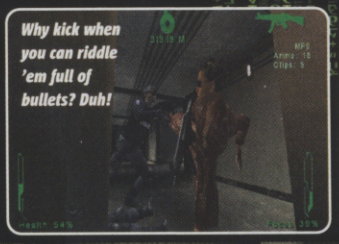
The fighting stuff is all intuitively done. No berserk Virtua Fighter 4 combos to learn – a few basic taps on the pad gets some serious ninja action on the go.

And would you believe they've ripped off the Max Payne Bullet Time? It's outrageous really. Diving backwards in slo-mo with twin hand cannons blazing, doing one-handed cartwheels and still shooting with the spare hand, running up walls.

Of course these effects have more right to be in Enter The Matrix than any other game, and they look very well done here.

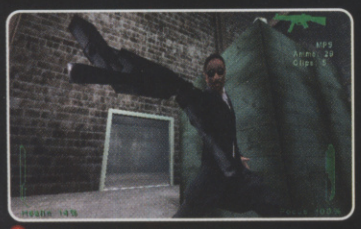
So now you know. When Infogrames hands you two pills in May you know what to do with the blue one. Get rid of it. Let's rock.



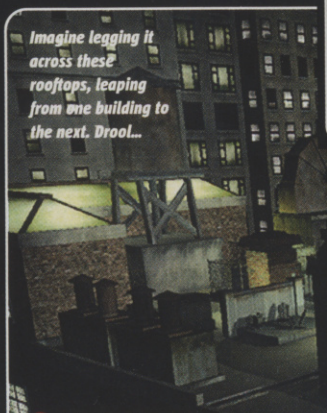


Why kick when you can riddle 'em full of bullets? Duh!

Some of the locations look very grand indeed

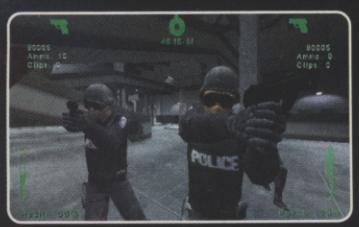


Max Payne ripped off Bullet Time, but The Matrix is where you saw it first

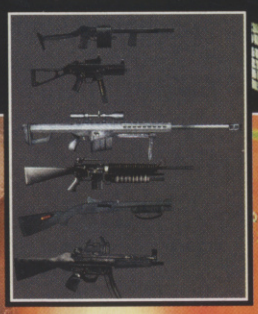


Imagine legging it across these rooftops, leaping from one building to the next. Drool...

With this little lot on your side, winning shouldn't be too hard



Dem's de police. Too late to get good with your behaviour. Best to just shoot and leave

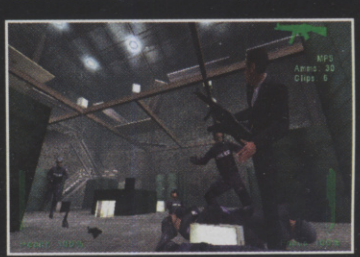


The game promises to remain faithful to the movie, so over-the-top action is the order of the day

"I know kung fu"

Who's this? Wait and find out!

"Slap a fine on me and I'll bust your ass, rozzer!" Breaking the law – literally



Enter The Matrix will be crammed with cool firefights and spectacular set pieces

As you can see, Deus Ex looks loads better this time round

DEUS EX 2

■ FORMAT: PC, XB ■ PUB: EIDOS
■ DEV: ION STORM ■ ETA: AUTUMN

In school, physics lessons have all the ingredients for some of the most crushingly tedious hours you will ever have to endure.

Chuck a grenade into a room in Deus Ex: Invisible War, and it throws the couch across the room, breaking all the furniture to bits. It's cool as hell, but it's also physics. Funny how life plays tricks on you like that.

But there's more to be excited about than that. Many PC gamers consider Deus Ex to be the finest game ever. Even some that have played Mario Kart. The follow-up promises to take that cracking first-person role-player formula to new heights with more sci-fi than five Star Wars movies and a delicious plot to go with it.

Check out this class finishing move!

Dante's Devil Power is better than before

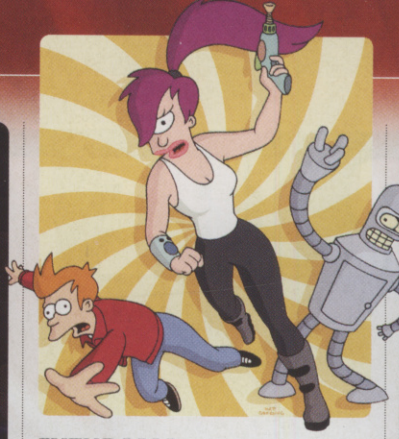
DEVIL MAY CRY 2

■ FORMAT: PS2 ■ PUB: CAPCOM
■ DEV: CAPCOM ■ ETA: MARCH

Dante dresses badly. His hair is an absolute disaster. But he's still one of the coolest videogame characters ever.

That's the payback you're given when you kill people in the most stylish ways imaginable. And guess what? Dante's learned a few new tricks. Like running along walls Matrix-style and busting off shots as he's lying prone on the floor.

It's not just Dante you get this time, either. There's a second playable character called Lucia who affects all her damage with hand-to-hand weapons, including a pair of razor-sharp hand daggers. To balance things up, she's even more gymnastic than Dante. Pretty difficult – yet pleasant – to picture, eh?



FUTURAMA

■ FORMAT: PS2, XB, GC
■ PUB: SCI
■ DEV: SCI
■ ETA: JUNE 2002

It's plain wrong to refer to your friend as a bender. Unless, of course, you are Fry from Futurama. This third-person action shooter has to be cel-shaded to look authentic, but SCi have used the series' voice actors and scriptwriters as well. Cool.

MARIO GOLF

■ FORMAT: GC
■ PUB: NINTENDO
■ DEV: CAMELOT
■ ETA: SUMMER

The only announcement on gameplay so far is that Camelot has rewritten the controls from the N64 version. Here's hoping for a Tiger Woods-style swing on the analog stick, and even more mental mini-games than last time out.

SHINOBI

■ FORMAT: PS2
■ PUB: SONY
■ DEV: SEGA OVERWORKS
■ ETA: SUMMER

It was Devil May Cry that reinvented the pure action game in 3D, and now Shinobi's getting in, slashing his way back on PlayStation 2.

Make no mistake, we're talking ninja throwing stars, massive spiky knuckle-dusters and big, big swords here. Yes, it's violent, but nobody does action like Sega.

THE SIMS

■ FORMAT: PS2
■ PUB: ELECTRONIC ARTS
■ DEV: ELECTRONIC ARTS
■ ETA: JAN. 24

Yes, that one. Where you pretend to be a person and build him a nice house. Or set his kitchen on fire, block off all the doors and sit back and wait for the Grim Reaper. Hard to see the hardcore getting into it, but mums and girlfriends lap it up.

STAR WARS GALAXIES

■ FORMAT: PC, PS2, XB ■ PUB: LUCASARTS
■ DEV: VERANT ■ ETA: SUMMER

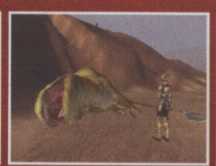
Amazing. Most of CVG wouldn't be seen dead in EverQuest, but the prospect of Star Wars Galaxies gets us all hopping about.

So many different people have bagsied Boba Fett it's getting ridiculous as we build up to the launch of this massively multiplayer online role-player.

The gameplay is open-ended, with you basically living your life as you see fit. You don't get to play through the story of the films as such, but with eight to 12 planets to explore, there's plenty to see.

Just so you know: the console versions are online, but aren't exact clones of the PC game. These will also be released towards the end of the year.

Looks pretty damn good for an online role-player, we reckon

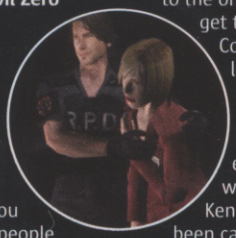


RESIDENT EVIL

■ FORMAT: GC, PS2 ■ PUB: CAPCOM ■ DEV: CAPCOM ■ ETA: THROUGHOUT 2003

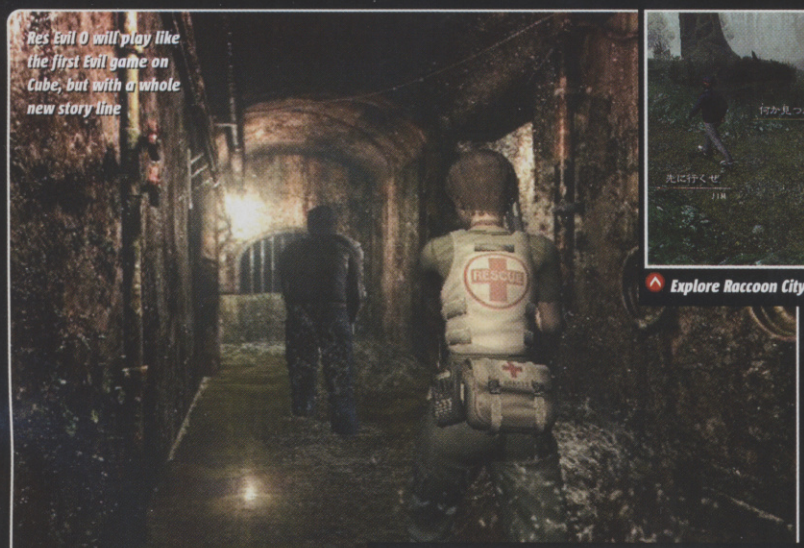
A big, big year for brainless zombies. Both Pop Stars bands have albums out, and Capcom is turning up the heat in Raccoon City with three new games: Resident Evil Online, Resident Evil Zero and Resident Evil 4.

Let's talk about Online first. Capcom didn't give us the full picture when it announced undead exclusivity for GameCube. Late in 2003, PS2 owners won't have to tread the streets of Raccoon City alone. There's safety in numbers, and you can form a squad of up to three people with your mates and wander off to split some heads, Phantasy Star-style. It could turn out to the most compelling Resident Evil of the new bunch.



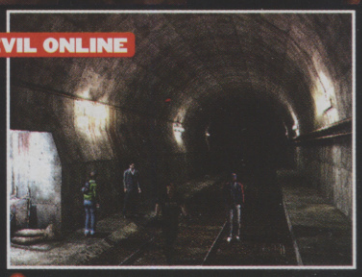
GameCube owners can experience Zero in March. You take control of two characters, Billy Coen and Rebecca Chambers, switching at any time to solve puzzles and edge further into the zombie madness. As the title suggests it's a prequel to the original game, with you trying to get to the bottom of Umbrella Corporation's nasty T-virus. It looks and sounds every bit as good as Cube's Res Evil remake.

Resident Evil 4 is somewhat more mysterious. We're not expecting to play this until the winter at the earliest. Leon S Kennedy, the star of Res Evil 2, has been cast in the lead role. His mission? To infiltrate the headquarters of the evil Umbrella Corporation and try to put an end to the zombie-birthing T-virus. The people of Raccoon City get to have a good night's sleep for the first time since 1996. They must all be pretty cranky by now.



Res Evil 0 will play like the first Evil game on Cube, but with a whole new story line

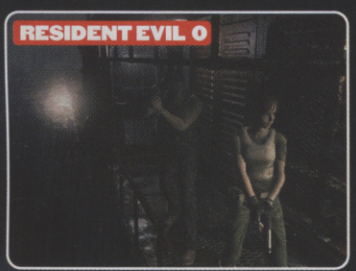
Explore Raccoon City with your mates!



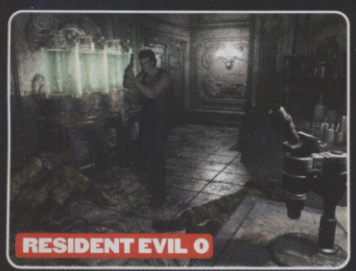
This is gonna be the game to get a PS2 for

Blimey, he's familiar! Looks like Solid Snake's been doing a bit of moonlighting on the sly! Sly! Geddit?

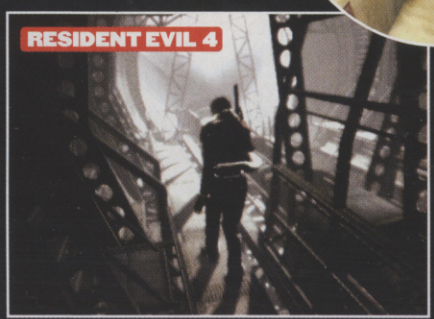
It's not all set on a train. Phew...



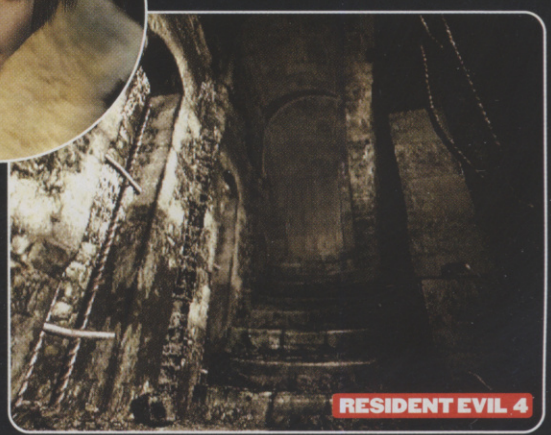
Res 0's character-zapping lets you switch between Rebecca and Billy at any time



Solve puzzles by changing characters



If you thought the first Cube Resi looked good, check this



All the backgrounds in Res Evil 4 are in proper 3D! Get. In.

ZONE OF THE ENDERS: THE 2ND RUNNER

■ FORMAT: PS2 ■ PUB: KONAMI
■ DEV: KONAMI ■ ETA: AUTUMN

Despite giant robots being almost as cool as ninjas, mech games are still generally met with confusion by Western faces when shipped outside Japan.

Zone Of The Enders did well, of course, but part of that must have been to due Solid Snake hiding away on a bundled bonus disc. You can't have played it and not been impressed by its visceral mech madness, and more is on the way.

ZOE was the first PS2 game to look like a PS2 game. And pleasingly the sequel is a visual masterpiece too, with its edgy Manga looks. You're a man, not a boy, this time, with young Leo ousted by a soldier called Dingo. The carnage remains.

ZOE 2 looks goyjush!

The action is always full-on

More mechs, weapons and explosions!

METAL GEAR SOLID 3

■ FORMAT: TBA
■ PUB: KONAMI
■ DEV: KONAMI
■ ETA: WINTER

Rumour is currently rife as to what form the new Metal Gear game is going to take. Apparently Konami is considering remaking Metal Gear Solid with a new team to give Kojima breathing space to work on an all-new Metal Gear for 2004.

TENCHU: WRATH OF HEAVEN

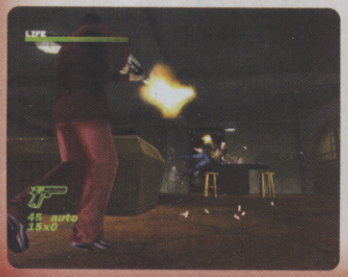
■ FORMAT: PS2, XB, GC
■ PUB: ACTIVISION
■ DEV: ACTIVISION
■ ETA: SPRING

Activision's killer ninja stealth game is unleashed in the spring, and is almost the exact opposite of Sega's Shinobi. You creep around with your back to the wall, slitting enemy throats silently from behind. Tom Clancy's Ninja Cell, if you like.

DEAD TO RIGHTS

■ FORMAT: XBOX
■ PUB: ELECTRONIC ARTS
■ DEV: NAMCO HOMETEK
■ ETA: JAN 31

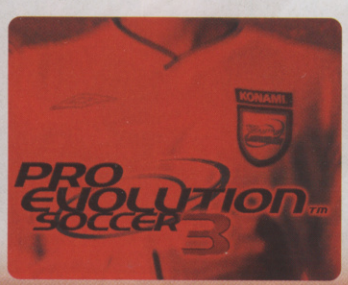
Namco's Max Payne-inspired shooter made history in Japan as the first game ever to receive an '18' rating. You're a fugitive ex-cop on the hunt for his father's killers. It's deliciously cheesy Hong Kong action, with a dog you can get to attack people.



PRO EVOLUTION SOCCER 3

■ FORMAT: PS2
■ PUB: KONAMI
■ DEV: KONAMI
■ ETA: NOVEMBER

The possibility of a GameCube Pro Evolution looks slim, but the series continues to rock on PlayStation 2. The new version is in the works for sure, but Konami isn't giving away the new features yet. Safe to say it won't just be new player names, though.



No in-game pics of this beauty yet, so cop a load of Tanner for the time being

DRIVER 3

■ FORMAT: PS2, XB. GC, PC ■ PUB: INFOGRAMES
■ DEV: REFLECTIONS ■ ETA: WINTER

Driver. Such a peaceful series. Nobody gets hurt. Pedestrians always move helpfully out of the way of uncoming vehicles.

At this point the heavy metal kicks in, Tanner appears with twin hand cannons and a booming American voice shouts, "Not any more!". You see, Driver III has been playing a lot of GTA 3 – along with the rest of the world.

Now when you get out of the car, you can kill people. French people, American people and Turkish people to be precise. That's because the cities confirmed so far are Nice, Miami and Istanbul. With The Getaway already out and GTA doing millions, this is somewhere in between. Hopefully it'll be as brilliant as the original game was.

HALO 2

■ FORMAT: XBOX ■ PUB: MICROSOFT ■ DEV: BUNGIE ■ ETA: WINTER

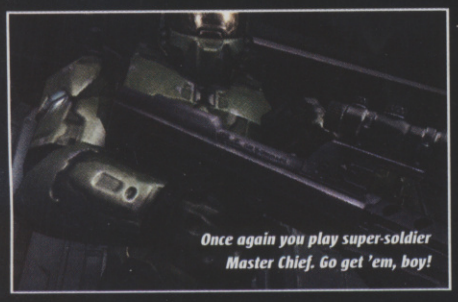
The original Halo is an undisputed masterpiece. As Xbox stomps towards its first birthday, has any game come close to matching its majesty? Splinter Cell got the closest. That's why the world needs Halo 2. The world needs it in a big hurry. The world is going to have to wait until the end of the year.

What can they possibly improve? Not the graphics, that's for sure. Except they have. If you're in a pitch-black room the muzzle flash from a blazing machine gun will cast light. Proper, Splinter Cell-style dynamic light. Realistic shadows and reflections make a massive difference, as you will see. Like Sam Fisher, you can shoot out lights to create an all-pervading darkness, adding an entirely new tactical dimension.

Equally cool is the fact that you can now shoot walls down. Halo 2 isn't using this effect as much as Red Faction 2, but there will be areas where you can make a serious mess of the architecture. Windows, walls and floors will crack and rumble at the hands of your most potent weapons.

Master Chief gets a few new tricks as well. The ability to peek around corners Solid Snake-style and break into a sprint are the most significant. When you're running you can't aim, but there are times when it's best to do a currant bunner than stand around and get wasted by a roomful of enemies.

Especially since these guys are a whole lot more intelligent this time. Isolated enemies retreat or call in reinforcements. Your allies have been to school too, backing each other up much more effectively and attacking on the say-so of a commanding officer. More so than ever before, you feel like you've been sucked into a war of massive scope. It's going to be a game worth waiting for, trust us.

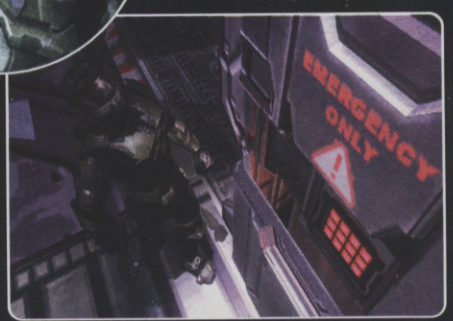


Once again you play super-soldier Master Chief. Go get 'em, boy!

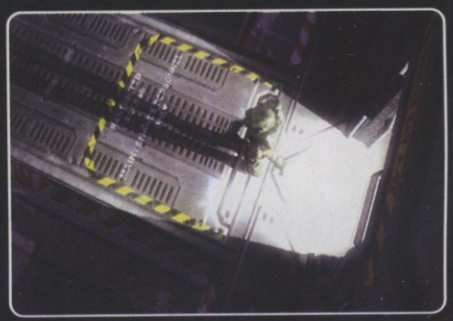
The opening movie sets the scene, which is something between Aliens and Terminator

If the game looks this good during play, we're in for a right treat

Will stealth play a bigger part in Halo 2?



When you gotta go, you gotta go, especially in that outfit



"Can someone turn the frickin' torch off, I can't see a thing!"

EVERQUEST

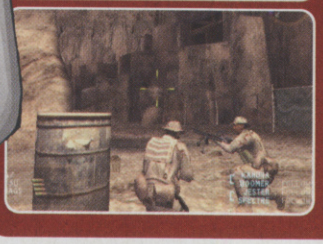
- FORMAT: PS2
- PUB: SONY
- DEV: VERANT
- ETA: SUMMER

Meet your friends online while pretending to be an elf. Gotta admit it's a winning formula on PC, and with the advent of PlayStation 2 online, Sony wants us all in its role-player world. We'll be seeing you in the Forest of Grumpy Testicle or something. No doubt.

TIMESPLITTERS 3

- FORMAT: PS2, XB, GC
- PUB: EIDOS
- DEV: FREE RADICAL
- ETA: WINTER

Last TimeSplitters achieved the impossible by curing the GoldenEye syndrome. People can now talk about console FPSs without mentioning Rare's seminal title. (Oops, sorry.) Expect the online play dropped from TS2 to appear in a big way.



SOCOM: US NAVY SEALS

- FORMAT: PS2
- PUB: SONY
- DEV: ZIPPER INTERACTIVE
- ETA: MARCH

It's not just Microsoft that wants you to pop on a talkie headset thing and look like a berk.

Nope, Sony's loving its interactive head fashion too. What's the point of an online, squad-based tactical shooter if you can't issue strategic orders to your mates: "Oi, Rob. Shoot that guy in the face. RIGHT IN THE FACE!"

It's all working well in the US. They are having their online special ops fun right now. We have to wait until March, but you don't have to hurry to make a friend before then: SOCOM also supports singleplayer gaming. You can bark commands at your AI team mates. Pretend you have friends, like. Super.

FINAL FANTASY XI

- FORMAT: PS2, PC
- PUB: SONY
- DEV: SQUARESOFT
- ETA: AUTUMN

The problem with role-players is that the people you meet don't have a lot to say. They repeat themselves.

You want to ask them if they've got the new Kylie album, but even if you could, they'd only give you a clue about where to find a sword. Imagine a Final Fantasy game where people would talk to you for hours about whatever because they're human too. That's what we have here.

We're in online ROLE-PLAYER territory of course, and if Japan's reception is anything to go by, we'll all be living out our Fantasies online in 2003. Think about it: massive new worlds to explore. A party with you and your mates. Familiar Final Fantasy creatures. Pick and choose your quests. It's going to rule.

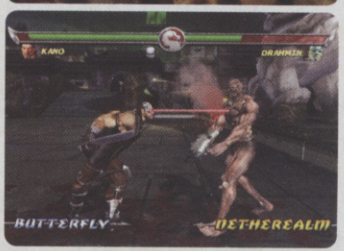
^ A dragon! We're burgered...

^ ...Flame-grilled, in fact

MORTAL KOMBAT: DEADLY ALLIANCE

- FORMAT: PS2, XB, GC
- PUB: MIDWAY
- DEV: MIDWAY
- ETA: FEBRUARY 14

Mortal Kombat has never had a subtle fighting system, but made up for it by spilling more blood than an abattoir. The new versions are extremely quick, and trademark 'fatality' finishing moves might just make you puke.



FINAL FANTASY X-2

- FORMAT: PS2
- PUB: SONY
- DEV: SQUARESOFT
- ETA: AUTUMN

This is actually the first ever Final Fantasy sequel. Look, we're not kidding. It's based in the same universe as Final Fantasy X, and documents the continuing adventures of Yuna, Rikku and co. Hence X-2 and not XI, which is a different game altogether (see left).

BLACK & WHITE 2

- FORMAT: PC
- PUB: ELECTRONIC ARTS
- DEV: LIONHEAD
- ETA: WINTER

Perhaps a little optimistic to expect to be playing this in 2003, but a sequel to Lionhead's strategy epic is coming. There's a far greater focus on warfare this time, and greater tactical depth too. And possibly bigger cows.

SOUL CALIBUR 2

■ FORMAT: PS2, XB, GC ■ PUB: TBC ■ DEV: NAMCO ■ ETA: AUTUMN

There are very few games worth dragging a daggy PC monitor down into your lounge for, but playing Dreamcast Soul Calibur on VGA was akin to a religious experience.

Razor-sharp graphics, fantastic animation and a crunching combat system to make you wonder why Ryu didn't bring a Katana to the original street fight years ago. It had already appeared in the arcades, but its magnificence caught home gamers by surprise.

All of which means expectations for Soul Calibur 2 are massive. There will be no surprises this time. If Namco's sequel doesn't establish itself as the finest 3D scrapper of its generation, we've all got every right to feel disappointed. But we've played the arcade version an awful lot, and you can probably see the shine of our toothy grin from there.

It's not the same quantum leap that Calibur was from Soul Edge. It's refined both graphically and in terms of gameplay. Arenas are larger with a greater scope for using walls to your tactical advantage.

Soul Charge special attacks now come in three flavours, with only the longest-to-charge unleashing an unblockable attack. The others are counters, which is useful since the guarding has been simplified.

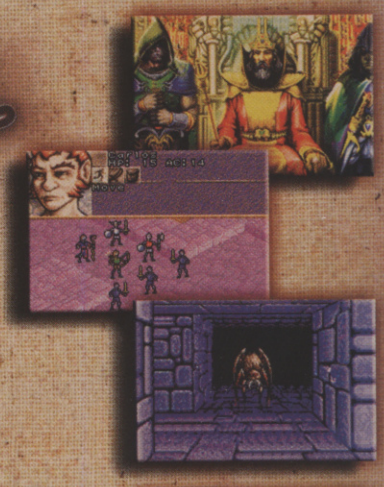
Most of your favourite characters return, including Cervantes, Ivy, Kilik, Mitsurugi, and Maxi. Sophitia loses out to her sister Cassandra, and Charade, Raphael, Talim and Yunsung are also new faces. With the arcades in a pretty poor state of health, you might struggle to find a Soul Calibur 2 cabinet near you. Sorry we can't do anything to make the wait any easier. More soon.

Hear that crinkling of a brown paper bag? That's us trying to de-hyperventilate. Must stay calm

THE ADVENTURE IS IN YOUR HANDS

DUNGEONS & DRAGONS®

EYE OF THE BEHOLDER



Eye of the Beholder beckons you to take a journey through the realms of Dungeons & Dragons, to explore new worlds and to participate in the ultimate quest of adventure and fantasy.

With immersive first person exploration and strategic, turn-based party combat, Eye of the Beholder reintroduces the elements that made the original Forgotten Realms adventures an overwhelming success.

GAME BOY ADVANCE

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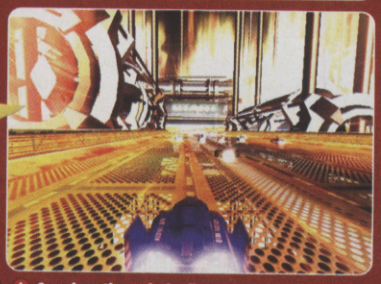
F-ZERO

■ FORMAT: GC
■ PUB: NINTENDO
■ DEV: SEGA/NINTENDO
■ ETA: AUTUMN

Sega and Nintendo working together. It's a dream team surely. Especially since Sega has got its Daytona USA team (Amusement Vision) on this, with the simple philosophy that 'speed is everything'.

Having seen the arcade version running, they've captured the speed-of-light essence of F-Zero perfectly. Don't fret about the conversion, though. The arcade machine it runs on is basically a Cube in a cabinet, so you can expect the kind of 1:1 port that Sega managed putting Naomi arcade games like Virtua Tennis onto DC discs. Nintendo might have lost Rare, but a partnership with Sega is a pretty exciting replacement. 'Scuse us, we just have to pay the bog a visit.

^ So fast. Feel si...urgh! Sorry, I'll clean it up later



^ See clear through the floor grates! Wowser!

GOLDEN SUN 2

■ FORMAT: GBA
■ PUB: NINTENDO
■ DEV: NINTENDO
■ ETA: TBC

The sequel to the Golden Joystick Award-winning Golden Sun is already out in Japan. From what we've seen it's a continuation of the story rather than a reinvention, but you can carry your saved game over from the first game. Thank God.

SILENT HILL 3

■ FORMAT: PS2 ■ PUB: KONAMI
■ DEV: KONAMI ■ ETA: SPRING

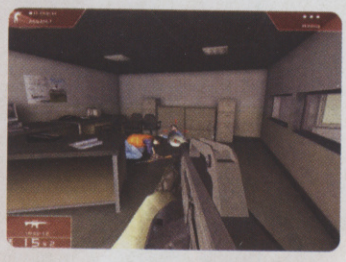
Good job the town of Silent Hill doesn't really exist. It'd be a prime spot for a new holiday camp. Maybe Heather, the star of the new game, could get a job as a red coat? Could be a plan.

Heather doesn't start in Silent Hill. She's in an unconnected town, but gets sucked into a parallel world filled with monsters. That's our understanding from the Japanese, anyway. The camera angles remain fixed, but the creators are acutely aware of the need for a greater variety and frequency of monsters. We already know it looks great, and it could be the most terrifying Silent Hill yet.

EVERQUEST 2

■ FORMAT: PC
■ PUB: SONY
■ DEV: VERANT
■ ETA: WINTER

At least 400,000 people are wetting themselves waiting for this. That's how many pay to play EverQuest 1. Sony isn't giving much away, but the graphics are light-years ahead of the last game. We'd go as far as to call them magic.



TOM CLANCY'S RAINBOW SIX: RAVEN SHIELD

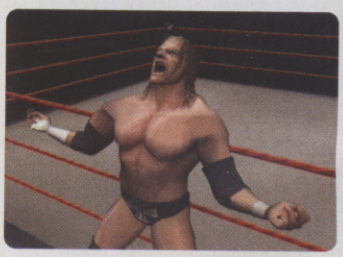
■ FORMAT: PS2, XB, GC, PC
■ PUB: UBI SOFT
■ DEV: UBI SOFT
■ ETA: SPRING

The third instalment in the one-shot-kills Rainbow Six series. Again it's all about diffusing terrorist situations and performing covert ops behind enemy lines. Graphics come courtesy of the Unreal engine, and your squad mates get an AI upgrade. More next issue.

X-MEN: WOLVERINE'S REVENGE

■ FORMAT: PS2, XB, GC, GBA
■ PUB: ACTIVISION
■ DEV: GENEPOOL/WARTHOG
■ ETA: SPRING

Your favourite X-Man goes solo in this class-looking third-person action game. As well as doing serious damage with his adamantium claws and Berzerker attack, Wolvie also has a mean sense of smell. He can 'see' where the enemies have been and track them. Wish we could do dat.



WWE RAW 2: RUTHLESS AGGRESSION

■ FORMAT: XB, PC
■ PUB: THQ
■ DEV: ANCHOR
■ ETA: MAY

The original Raw was under-appreciated despite having a far better grappling system than SmackDown!. The sequel will do well to be a bit more reactive and easily accessible. Early screens look the business, so WWE fans get greased up.

TOMB RAIDER: THE ANGEL OF DARKNESS

■ FORMAT: PS2, PC ■ PUB: EIDOS ■ DEV: CORE DESIGN ■ ETA: FEBRUARY

To make sure they didn't serve up a turkey, Lara Croft's traditional Christmas arrival has been postponed to February. The Angel Of Darkness code we've been playing is unmistakably Tomb Raider, but fans of the series should be relieved rather than annoyed. You wouldn't want Eidos to rush it out and not be brilliant would you? You at the back: stop laughing. Oh, it's Cackman.

Lara no longer 'drives'. She moves fluidly when you tilt the analog stick. There's a certain familiarity in pacing out precarious jumps, but the camera is a bit cleverer and helps you out more. The new stealth direction hinted at in Chronicles is fully developed, with Lara able to sneak around and perform stealth attacks. There's also a second playable character, Curtis – a nod to Tomb Raider's female fanbase maybe?

But if Lara still looks like Lara, the settings she explores have come on a long way. The early stealth sections are set in a grimy and convincing Paris, and you get a rich flavour of the magnificent architecture in the Czech capital Prague later on. You kick off on the run for murder from the French police, before the game settles down into familiar powerful artefact-hunting territory.

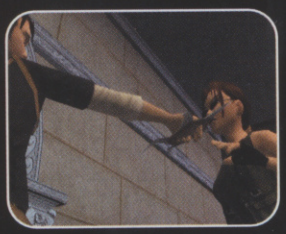
There doesn't look much hope of this appearing on Xbox and Cube as Sony has had a quiet word to secure the console exclusive. Fret not though: look around these pages. There's plenty more fish in the sea. Not that we're calling Lara a fish.

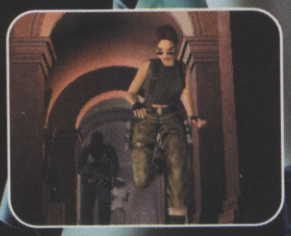
Has Head & Shoulders paid for product placement? Look, no flakes

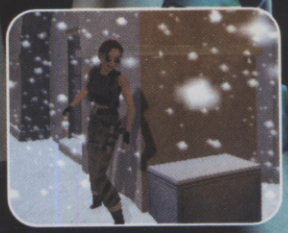
Screenshots don't do it justice. But we like this camera angle

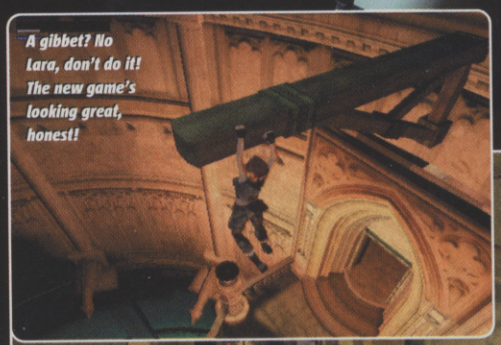
"It's a starfish, really. Just take a closer look, Ms Croft"

Free-form climbing is one of the many promising new features. Bit of advice though, Lara, ditch the stilts. They won't help









A gibbet? No Lara, don't do it! The new game's looking great, honest!

Curtis didn't take it well when Trinny and Susannah broke the news that cargo pants are on the What Not To Wear list

THIEF 3

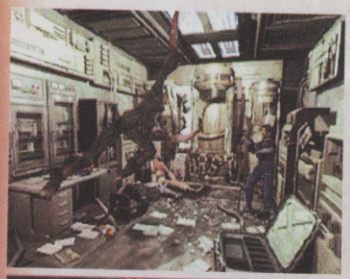
- FORMAT: PC, PS2
- PUB: EIDOS
- DEV: ION STORM
- ETA: WINTER

In case you don't know, the Thief games do first-person stealth. And they do it brilliantly. The setting is the medieval era, so weapons include crossbows, swords and clubs. With Deus Ex guru Warren Spector at the helm, expect greatness.

UNREAL II:

- FORMAT: PC
- PUB: INFOGRAMES
- DEV: LEGEND ENTERTAINMENT
- ETA: SPRING

While Championship and Tournament 2003 promote organised violence on the Internet, Unreal II is getting ready to wow the solo gamer. Of course, being an Unreal game the graphics are very low rent. Okay, okay. It looks mint.



RESIDENT EVIL 2

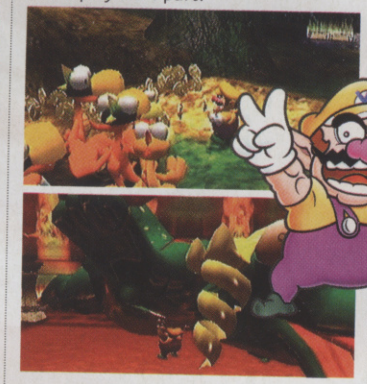
- FORMAT: GC
- PUB: CAPCOM
- DEV: CAPCOM
- ETA: TBA

Capcom continues to make up for lost time on the Cube. The conversion of Resident Evil 2 doesn't benefit from the same visual rebuild as the original Resident Evil did. It looks like the PSone game but slightly sharper.

MARIO KART

- FORMAT: GC
- PUB: NINTENDO
- DEV: NINTENDO
- ETA: TBA

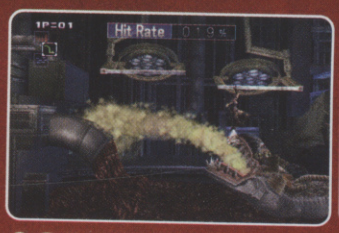
This has been in the pipeline at Nintendo for a long time. Remember the Mario Kart tech demo Nintendo showed at the launch of the Cube? Well expect this to have come on a long way since then. Online racing could play a bit part.



WARIO WORLD

- FORMAT: GC
- PUB: NINTENDO
- DEV: TREASURE
- ETA: SPRING

Japanese developer Treasure is the undisputed master of the bizarre, so Nintendo made a good call chucking a 3D Wario game its way. The camera is fixed, leaving you with only a series of logic puzzles and baddies to squash.



^ Contra's hard as nails. You good enough?

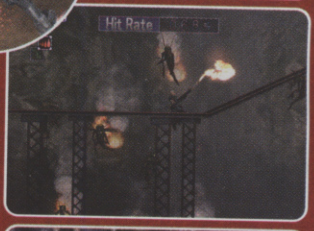
CONTRA: SHATTERED SOLIDER

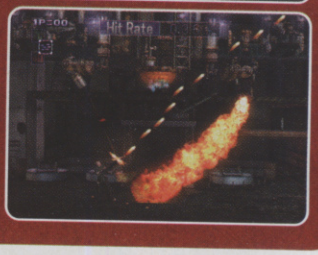
- FORMAT: PS2
- PUB: KONAMI
- DEV: KONAMI
- ETA: FEBRUARY

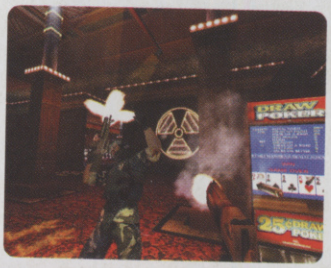
Contra series: brief history. Two blokes kill lots of aliens, some of them massive ones. It's about as easy as throwing a pool ball through the eye of a needle.

Contra games are the hardest kind of hardcore. The people that finished the last one on SNES 11 years ago have probably only just recovered. The crappy PSone versions don't count.

This is the old skool in 3D. Left to right, one or two players, waves of lethal aliens and power-ups that bake the screen in napalm. The US import version is nigh on impossible, but that's what Contra is all about. Bring it on.







DUKE NUKEM FOREVER

- FORMAT: PC
- PUB: TAKE 2
- DEV: 3D REALMS
- ETA: SUMMER

Just in case 3D Realms are reading: "Hurry up!" Everything that's been shown on Forever so far looks the nuts: typical Duke humour and violence brought bang up to date. Shame it's taking forever to arrive.

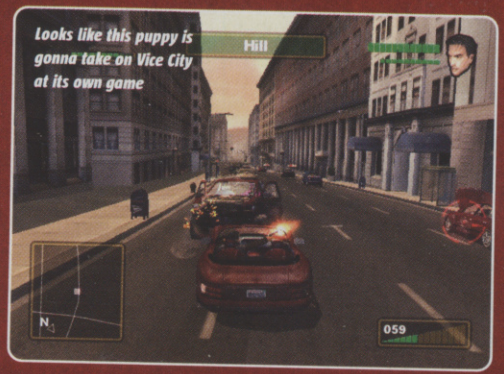
TRUE CRIME: STREETS OF L.A.

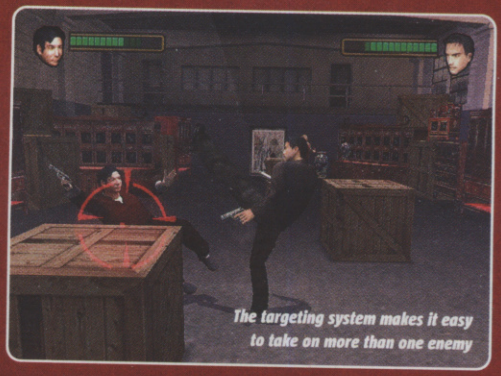
- FORMAT: PS2, XB, GC
- PUB: ACTIVISION
- DEV: LUXOFLUX CORP.
- ETA: AUTUMN

Killing sprees. They're the new cel-shading. Jet Set Radio spawned a host of stylistic copycats, and now developers are clamouring to pay homage to Grand Theft Auto 3. Specifically the fat cash generated by Grand Theft Auto 3.

Which is fine provided it does new things. And having played the game, we're confident you'll be into it. Hand-to-hand combat is handled like a mini beat 'em up, and it's even more satisfying than the crunching hits of GTA 3. Gunplay is class too, with the ability to dive around like Max Payne. Oh, and it's all set in Los Angeles.

^ You can drive, run, walk, talk and fight. Is there anything in this game you can't do?





POKÉMON RUBY AND SAPPHIRE

■ FORMAT: GBA ■ PUB: NINTENDO ■ DEV: NINTENDO ■ RELEASE: EARLY 2003

Schoolteachers know they're sitting on a time bomb. Tick, tick, tick goes the clock. And when it hits Poké-time, all education will cease.

Homework magically will not happen. Kids will stand static in the schoolyard bound by link cables. All the talk in the classroom will be of Pokéballs, levels and rare beasts. Which is fair enough: after all, we've lived long enough to know that trigonometry has no real-world use.

If Pokémon Ruby and Sapphire have half the impact of the Game Boy Color games, they'll be massive. They've certainly got the features to warrant it. Four-player linked-up battles make it an even more sociable experience than before. Nintendo has also borrowed a lot of personalisation options from Animal Crossing, and you can trade items to kit out your little Poké-house. Pikachu posters, rugs... it's mint.

But let's talk about the core gameplay. Team Rocket is a distant memory, and the big rivals this time are Team Magma and Team Aqua. Both plan to take over the region of Houen in a different way. If Magma capture the legendary Pokémon, Groudon, they can dry up the seas. If Aqua nail the legendary Kyogre, however, they'll flood the place. So it's a good job you're around to make sure that doesn't happen.

The important thing is the number 351. That's how many Pokémon there are to catch this time out, 100 of which you won't have seen before. Are you up to the challenge? Rest assured you won't be the only one.

Sorry about the flowers, but this is a good pic to show off all the colours

Kinoko, the mushroom-like Pokémon, uses Drain to absorb energy from Pochiena

Healing your Pokémon in the Pokémon Centre. Still makes the same jingle

Fruit from the trees has the power to heal your Pokémon, but is quite rare

This rival team of plant-type Pokémon doesn't stand a chance against our combined bird and fire types. You'll need to choose your Tag Teams wisely to counter trickier opponents

Our bird-type Pokémon, Subameh, uses meditation to raise its speed of attack

CLASS OF 2003

Pull tricks off obstacles and slopes

1080° AVALANCHE

- FORMAT: GC
- PUB: NINTENDO
- DEV: NINTENDO SOFTWARE TECHNOLOGIES
- ETA: SUMMER

Good old Nintendo. A snowboarding game. In the summer. Of course, there's still time for them to purposely delay it as they did with N64 1080, though.

We'd all love that, wouldn't we. Like the good old days. Seriously, though, they better not because this looks class. If any game will break Activision's extreme sports strange hold, this is it.

The trick system has been reworked from the last game, but you can expect it to feature the sort stick spins and taps that would give Tony Hawk a migrane.

The snow effects look great as you board

Scared of heights? Best steer clear then!

N64 1080 was a hardcore experience, and the new game stays equally true to the sport. That's easier with the graphical punch of Cube, and the powder effects look particularly sweet.

RESIDENT EVIL 3: NEMESIS

- FORMAT: GC
- PUB: CAPCOM
- DEV: CAPCOM
- ETA: TBA

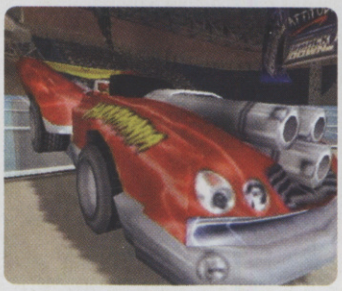
The Nemesis remake is along the same lines as Resident Evil 2: the PSone game in a slightly higher resolution. Capcom hasn't confirmed any original features, so it looks like one for completist zombie killers.

WARHAMMER ONLINE

- FORMAT: PC
- PUB: TBC
- DEV: WARHAMMER ONLINE
- ETA: TBC

It's a logical progression. You can only have so many smelly geeks in your house rolling D10s before you flip out. Warhammer Online is a massively multiplayer online game. You'll start as a solo adventurer before hooking up with people to harm goblins.

Check it - Warhammer without the anoraks



WWE CRUSH HOUR

- FORMAT: PS2, XB, GC
- PUB: THQ
- DEV: PACIFIC POWER AND LIGHT COMPANY
- ETA: APRIL

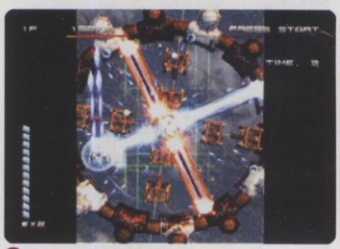
Imagine the superstars of the WWE zapped into Twisted Metal: Black with Wonkavision. That's basically what we have going on here. The Rock in a sports car, loosing exocet missiles on The Big Show's truck. With Jim Ross commentating. The mind boggles.

IKARUGA

- FORMAT: GC
- PUB: INFOGRAMES
- DEV: TREASURE
- ETA: SPRING

Listen up, the shoot 'em up is NOT dead. It's just taken a well-deserved rest, understand?

Ikaruga will be glorious if it can match the Dreamcast version. Few shooters engage the brain as well as the reactions, but Ikaruga's genius gameplay manages exactly that. Excited? Us?



The greatest blaster is coming to Cube

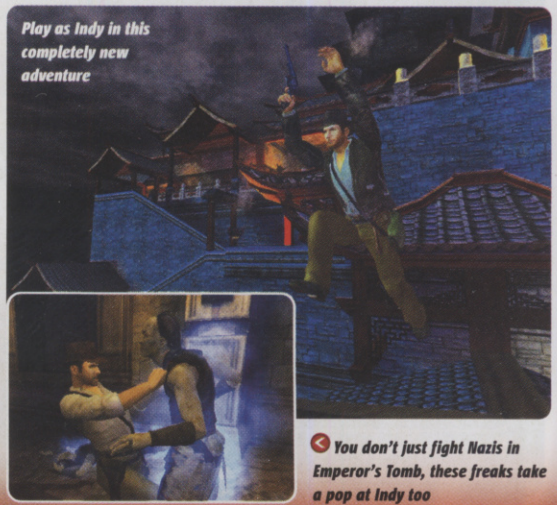
INDIANA JONES AND THE EMPEROR'S TOMB

- FORMAT: PS2 PC XBOX
- PUB: LUCASARTS
- DEV: THE COLLECTIVE
- ETA: APRIL

It's about time we had a proper Indiana Jones action game, wouldn't you agree? After all, history has given us some cracking slow-paced adventures, but we need more fighting. A *lot* more fighting.

We need Tomb Raider with a rocket up its arse, and that's what Emperor's Tomb is looking to deliver.

It's come from the same people that did Buffy The Vampire Slayer on Xbox, and the combat system is almost an exact lift from that game. So it's a bit more hands-on than Tomb Raider, but the locations are similar. In other words a plethora of tombs, caves, cities, you get the idea... but Tomb Raider was always a homage to Indy anyway. Indy Goes To Space wouldn't work – they've got to keep it real, haven't they?



Play as Indy in this completely new adventure

You don't just fight Nazis in Emperor's Tomb, these freaks take a pop at Indy too

ALL THE REST

THE GAMES WE COULDN'T FIT IN. TAKE A DEEP, DEEP BREATH AND START READING...

BROKEN SWORD: THE SLEEPING DRAGON
■ PC, PS2, XBOX
Classic adventure series reborn. Looks like an animated comic

ARMOURED CORE 3
■ PS2
Third instalment of From Software's hardcore mech fighting series

CLOCK TOWER 3
■ PS2
New Capcom survival horror game is supposedly the grisliest yet

ADVANCE GOEMON
■ PS2
Konami's latest mystical ninja game is on PS2, despite the title

BACKYARD WRESTLING
■ PS2, XBOX, GC
The TV show is like Jackass meets the WWE. Expect lots of intense pain

MIDNIGHT CLUB II
■ PS2, XBOX, PC
Sequel to a weak street racer tears up Paris, Tokyo and Los Angeles

SPACE RAIDERS
■ PS2, GC
Old-skool third-person blaster. Two players can gun through together

RED DEAD REVOLVER
■ PS2
Capcom crosses Devil May Cry with a spaghetti western. Total carnage

PHANTASY STAR ONLINE EPISODE I & II
■ GC, XBOX, PC
Arguably Dreamcast's finest hour gets to wow a wider audience

PICHU BROS PARTY PANIC
■ GC
Nintendo mentioned this by accident, then went very quiet. Hmm

ROLLING
■ PS2, XB, GC, GBA
Liverpool's Rage has a crack at extreme sports with this rollerblading sim

CELEBRITY DEATHMATCH
■ PS2, XB
Plasticine models of famous people – fighting. Now in polygons

TEENAGE MUTANT NINJA TURTLES
■ PS2
The coolest green people from 10 years ago make a combat comeback

THE FAST AND THE FURIOUS
■ PS2, XB, GBA
Based on the first and second movies, so will still be relevant

UNREAL TOURNAMENT 2004
■ PC, MAC
It's an annual thing now. Like FIFA, but with a lot more guts flying about

STAR TREK: ELITE FORCE II
■ PC
Adios Voyager. It's set in the Next Generation universe this time. Cool

THE HULK
■ PS2, XB, GC, GBA
The game of the film. But not by Activision, bizarrely. From Universal

ISS 3
■ PS2, XB, GC
Features Matrix-style zooms and pans, apparently. We say: oh, right

TWISTED METAL: BLACK ONLINE
■ PS2
All of the cars you blow up are driven by humans! (It's an online game)

VIRTUAL ON: MARZ
■ PS2
Sega's latest high-octane mech fighter. Get into it. It will be very cool

XENOSAGA
■ PS2
Namco's unofficial sequel to cult Square role-player Xenogears

WINNING ELEVEN 6 FINAL EVOLUTION
■ GC
Pro Evolution Soccer 2 on GameCube, only in Japan. One to import

XIII
■ PS2, XB, GC, PC
Ubi Soft's surreal and original cel-shaded first-person shooter

CY GIRLS
■ PS2
Sci-fi shooting with Konami's new heroines, Sky and Shadow

CROUCHING TIGER, HIDDEN DRAGON
■ PS2, GC, PC
Belated movie tie-in does a big floaty jump to a 2003 release

JAMES CAMERON'S DARK ANGEL
■ PS2
The game of the cancelled television show. DNA-altered girl fights things

HALO
■ PC
The PC version of some rubbish Xbox game. Out in the summer

WAR OF THE MONSTERS
■ PS2
Big B-movie creatures fight it out in a Power Stone-style monster mêlée

DARK CLOUD 2
■ PS2
Sony's town building role player returns in gorgeous cartoon style

DEF JAM VENDETTA
■ PS2, GC
A fighting game with rappers. Features Redman, Method Man and DMX

DYNASTY WARRIORS 3
■ PS2
Grand scale battles in feudal Japan. Bash buttons. Count the corpses

SPLINTER CELL
■ PS2, GC
The Xbox version is a masterpiece. A lot to live up to, then

EVOLUTION SKATEBOARDING
■ PS2, GC
Extreme sports featuring Solid Snake grinding on Big Shell

EVOLUTION SNOWBOARDING
■ PS2, GC
A bit like SSX Tricky: sliding downhill while fighting

EXO
■ PS2
Big squads of tanks go to war in Infogrames's bleak future vision

DEAD OR ALIVE 4
■ XBOX
It's definitely coming. Still a bit cloudy on the exclusivity front

THE GREAT ESCAPE
■ PS2
Sneak Steve McQueen out of a PoW camp. He's dead now

MAFIA
■ PS2, XB, GC
Great on PC, now getting made for the console mob

MALICE
■ PS2, XB
Little girl, big hammer. Was an Xbox exclusive, not any more

MAXIMO 2
■ PS2
American Ghosts 'n Goblins update swings it sword again

MOTO GP3
■ PS2
Namco's motorcycle game looking even prettier than before

ROBOCOP
■ PS2, XB
Three prime objectives, one authentic first-person shooter

THE MARK OF KRI
■ PS2
Action adventure from Sony. You have a pet bird. It bites

SILENT SCOPE 3
■ PS2
Still no gun to hold, so can't be as good as the arcade version

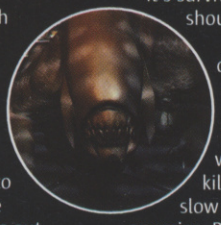
- Akira PS2
- Alter Echo ..... PS2, XB
- Metropolismania PS2
- Austin Powers PS2
- Axis ..... PS2, PC
- Baki The Grappler PS2
- Ben Hur PS2
- Black And Bruised ..... PS2, GC
- Blood: The Last Vampire PS2
- PlanetSide ..... PC
- Shadowbane ..... PC
- Shining Lore ..... PC, XB
- Dr Muto ..... PS2, GC, XB
- Hot Wheels Velocity X ..... PS2, GC, PC, GBA
- Defender ..... PS2, GC, XB, GBA
- Spyro: Enter The Dragonfly ..... PS2, GC
- Viewtiful Joe ..... GC
- Saffire ..... GC, PS2
- Sakura Wars PS2
- Sega Bass Fishing Duel PS2
- Seven - The Cavalry Of Molmorth PS2
- Bloodrayne ..... PS2, GC
- Ridge Racer 6 ..... PS2
- Robin Hood: Defender Of The Crown ..... PS2, PC, XB
- Chaser ..... PC
- Chrome ..... PC
- RTX Red Rock ..... PS2, GC
- Rubu Tribe PS2
- Bomberman Kart PS2
- Breaker PS2
- Vexx ..... PS2, GC, XB
- Music 3 ..... PS2
- Voodoo Islands ..... PS2, PC
- Worms 3 ..... PS2, XB, GC, PC, GBA
- Outcast II PS2
- Pac-Man Fever ..... PS2, GC
- Zapper ..... PS2, BX, GC, GBA
- Zoids ..... GC, GBA
- Virtua Fighter Quest ..... GC
- Godzilla: Destroy All Monsters Melee ..... GC
- Lamborghin ..... PS2, XB
- StarCraft: Ghost ..... PS2, GC, XB
- Bulletproof Monk PS2
- Kid Ninja PS2
- Carrier PS2
- Cash on Delivery PS2
- Travis Pastrana's Pro MotoX ..... PS2, XB, GC, PC, GBA
- Catan PS2
- Aero Dancing 4 ..... PS2
- .hack PS2
- Arc The Lad: Twilight Of The Spirits PS2
- Area 51 ..... PS2
- Darkened Skye ..... PS2, GC, PC
- Dinoz PS2
- Epilogue PS2
- Everblue 2 ..... PS2
- Dodge Ball: World Chaos PS2
- Dragons Lair 3D ..... PS2, XB, GC, PC
- Dual Hearts PS2
- Armada 2: Star Command ..... PS2, XB
- Chaos Legion PS2
- Choplifter PS2
- Club Football ..... PS2, XB, GC, PC
- Extreme Wakeboarding PS2
- F1 2003 ..... PS2
- Falcone: Into The Maelstrom ..... PS2, XB, PC

DOOM III

■ FORMAT: PC, XB ■ PUB: ACTIVISION ■ DEV: ID SOFTWARE ■ ETA:

Videogaming always throws up a few surprises, but relatively few defining moments. Like that first viewing of Mario 64. The first Metal Gear Solid 2 trailers with all the rain. First time you see Doom III running, it fills your mouth with swearwords. They pour out.

It's scary. Not 'Oh no! Jill Valentine keeps banging into walls and there's a zombie coming' scary. But properly scary. You don't know what's going to happen next. You've seen demons leaping out of walls. You've seen lumbering zombie men lurch out of the blackness. Flickering strip lights set your nerves jangling. You fear the dark again as much as you did as a child.



The stellar visuals suck you into this horror world, and the grotesque beasts make you seriously nervous about being there. You'll wonder how you were ever scared of a third-person game before.

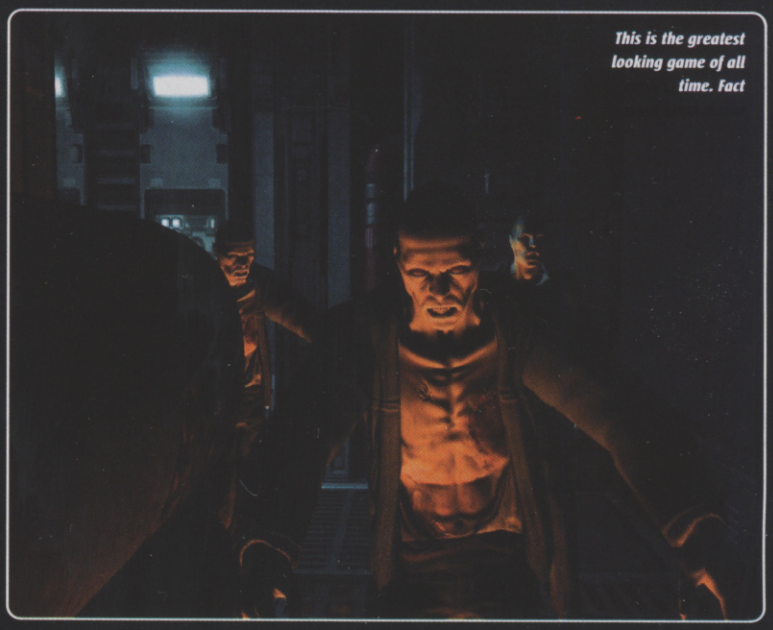
In Resident Evil, you see things that are behind you. In Doom III, you only see what you directly look at. The only clues are shadows and noises. It's survival horror the way it should be.

All of which distances Doom III quite significantly from its predecessors. They were all high-speed kill frenzies, this is slow paced with fewer enemies. Bullets puncture flesh. Enemies tumble down stairs like rag dolls.

You might wonder why they called it Doom at all, but your major concern should be about getting very excited. If this lives up to its promise, there won't be a better PC game released all year, mark our words.

Calm these bloated suckers down with Big Macs and fries to go

Rex's bowl of Chappie wasn't enough to satisfy his hunger



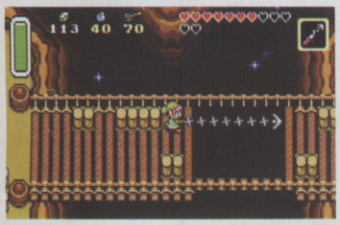
This is the greatest looking game of all time. Fact

Are you scared yet? You will be when you see this monster up and running

LEGEND OF ZELDA: A LINK TO THE PAST

■ FORMAT: GBA
■ PUB: NINTENDO
■ DEV: NINTENDO
■ ETA: MARCH

If you missed this first time around on the Super NES, you're in for a massive treat. Few action role-players can match this for fun or a gripping story line. Some gamers argue it's even better than Ocarina Of Time. Features four-player link-up as a new feature.



DONKEY KONG RACING

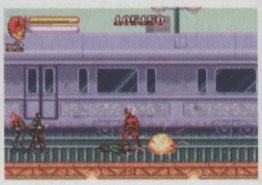
■ FORMAT: GC
■ PUB: NINTENDO
■ DEV: NINTENDO
■ ETA: WINTER

Nintendo has taken over the development reigns after Rare's defection to Xbox, so the earliest we can expect to play this is the end of the year. Unlike Mario Kart, the Kongs race in the air and underwater as well as on the racetrack.

DAREDEVIL: THE MAN WITHOUT FEAR

■ FORMAT: XBOX, GBA
■ PUB: TBA
■ DEV: ENCORE SOFTWARE
■ ETA: WINTER

Jammy Ben Affleck. As well as nailing J-Lo, he's also the star of the next major Hollywood comic flick Daredevil. Daredevil is blind, so when you're using his powers the game reverts to a cool black and white 'sensory' view. Looks cool.



DIDDY KONG PILOT
■ GBA
Still in the pipeline at Rare. Unclear who will publish it

SONIC ADVANCE 2
■ GBA
Amy gets the boot from the roster, but the rest of the gang return

REVENGE OF SHINOBI
■ GBA
A whole new Shinobi adventure. Kill people with ninja stars

BANJO KAZOOIE: GRUNTY'S REVENGE
■ GBA
Will Microsoft try and sneak Master Chief in? We'll see

VIRTUA TENNIS
■ GBA
Plays like the DC version. Doesn't look as good, though

CONTRA ADVANCE: THE ALIEN WARS
■ GBA
Contra Sprits/Super Probotector goes handheld. Extender!

HAMTARO
■ GBC
Nintendo's hamster game. Could be the new Pokémon. Seriously

SUPER MARIO ADVANCE 4
■ GBA
NES Super Mario 3 gets converted. It should be extremely special

GRAND THEFT AUTO III
■ GBA
They're trying for the same perspective as the PS2 game. Good luck

FINAL FANTASY CRYSTAL CHRONICLES
■ GC, GBA
Ooh, Final Fantasy. And the two apparently link up in special ways

FINAL FANTASY TACTICS ADVANCE
■ GBA
Hardcore strategic combat. Not like the FF you're used to

MR DRILLER ACE
■ GBA
Little man drills down. Some cool role-player elements included

MEDAL OF HONOR UNDERGROUND
■ GBA
Achtung! World War II in blocky, Doom-style 3D

SUPER PUZZLE FIGHTER II TURBO
■ GBA
Classic versus puzzle game goes portable. CVG rejoices

R-TYPE III: THE THIRD LIGHTNING
■ GBA
Originally on the SNES. A strong addition to a classic shooter series

PRODUCT NUMBER 3
■ GC
Res Evil guru Mikami's latest. Tomb Raider meets The Matrix

POKÉMON ONLINE
■ GC
Still just a strong rumour for a 2003 launch

SIM CITY 4
■ PC
Town planning shouldn't be compelling, but it is

CHAMPIONSHIP MANAGER 4
■ PC
PC owners' revenge for not getting the Season 02-03 update

THE SIMS 4
■ PC
None of us play it, but millions around the world do. It'll sell massive amounts

EARTH & BEYOND
■ PC
Explore Westwood's massive online role-player set in space year 2003

ELITE 4
■ PC
Eight-bit masterpiece still waiting the sequel that does it true justice

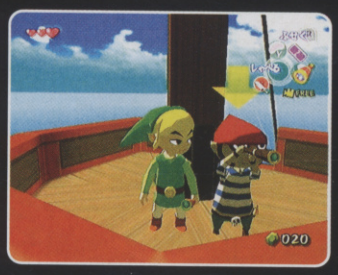
COMMAND AND CONQUER: GENERALS
■ PC
Three warring armies, three dimensions. Real-time strategy fans be hyped

COMMANDOS 3
■ PC
Completes a trilogy of the world's easiest PC games (joke)

WORLD OF WARCRAFT
■ PC
Not an RTS, but a MMORPG. Okay? ETA: ASAP

DELTA FORCE – BLACK HAWK DOWN
■ PC, PS2
FPS based on the 1993 bloodbath in Mogadishu, Somalia

- Flying Circus ..... PS2, PC
- Freedom: The Battle For Liberty Island ..... PS2, XB
- Frequency 2 ..... PS2
- Four Horsemen Of The Apocalypse ..... PS2, GC, XB, PC
- Fugitive Hunter PS2
- Curse: The Eye Of Isis ..... PS2, XB
- Gadget Racers ..... PS2, GBA
- Galerians: Ash PS2
- Ghost Master ..... PS2, XB, PC
- Ghost Vibration PS2
- Gladius ..... PS2, GC, XB
- Good Cop, Bad Cop PS2
- Guilty Gear X2 ..... PS2
- Gunslinger PS2
- H20 Overdrive PS2
- Harvest Moon: Save The Homeland PS2
- Hundred Swords ..... PS2, PC
- Jacked PS2
- Jackie Chan Adventures ..... PS2, XB, GBA
- Kessen III PS2
- Kengo II: Legacy Of The Blade PS2
- Tiny Toons Adventures: Defenders Of The Looniverse PS2
- Shoot To Kill ..... PS2, XB, GBA, GC
- Skies of Arcadia ..... GC, PS2
- Kirby: Nightmare In Dreamland ..... GBA
- Samurai Jack ..... GBA, PC
- Micro Machines ..... PS2, XB, GC, GBA
- Bomberman Max ..... GBA
- Altered Beast: Guardians Of The Realm ..... GBA
- Phantom Crash ..... XB
- S.T.A.L.K.K.E.R.: Oblivion Lost ..... PC
- Postal 2 ..... PC
- Chocobo Land: A Game Of Dice ..... GBA
- Dead Phoenix ..... GC
- Killer 7 ..... GC
- Dinotopia ..... GC, PC, GBA
- Crash Bandicoot: N-tranced ..... GBA
- Crazy Taxi ..... GBA
- Darius R ..... GBA
- Defender Of The Crown ..... GBA
- Klonoa 2: Dream Champ Tournament ..... GBA
- Klonoa Heroes: Legend Of The Star Medal ..... GBA
- Kururin Paradise ..... GBA
- Lost Vikings ..... GBA
- Magic Pockets ..... GBA
- Dungeons & Dragons: Eye Of The Beholder ..... GBA
- Gauntlet: Dark Legacy ..... GBA
- Gods ..... GBA
- International Superstar Soccer ..... GBA
- James Pond ..... GBA
- Kirby's Tilt 'n' Tumble Advance ..... GBA
- Metal Slug Survival Mission ..... GBA
- Oddworld: Munch's Oddysee ..... GBA
- Phantasy Star Collection ..... GBA
- Pocky & Rocky With Becky ..... GBA
- Puyo Pop ..... GBA
- Rock 'n Roll Racing ..... GBA
- Sabrewulf ..... GBA
- Secret Of Mana ..... GBA
- Sega Rally ..... GBA
- Silent Scope ..... GBA
- Tactics Ogre: The Knight Of Lodis ..... GBA
- Teenage Mutant Ninja Turtles Advance ..... GBA
- Wings ..... GBA
- Between Good And Evil ..... PS2, XB, GC, PC
- Raven Blade ..... GC
- Rockman EXE Transmission ..... GC
- Sea Dogs 2 ..... PC
- American Conquest ..... PC
- Blitzkrieg ..... PC



LEGEND OF ZELDA: THE WIND WAKER

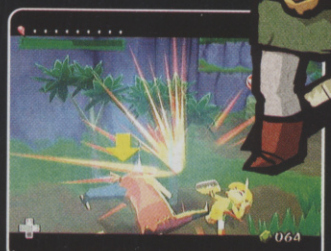
■ FORMAT: GC ■ PUB: NINTENDO ■ DEV: NINTENDO ■ ETA: SUMMER

The central theme of the game is wind, as time was in the N64 games. You manipulate the wind with a wand by tilting the C-stick, swishing it around like a conductor's baton. You'll have seen plenty of Link in a boat in the early screens, because the action takes place on a series of islands. You sail from a central hub island to access new areas, much like you'd have used Epona in Ocarina.

The new Zelda also takes full advantage of a linked-up GBA. You get to look at a mini map, and drop bombs using the GBA that open up new areas on the Cube game. You don't even need a Zelda game in there: it links to the GBA regardless.

Nintendo's keeping a pretty tight lid on the plot. We know that the new game acts as a prologue to the existing games, and the cartoon visuals are more in keeping with the style of the 2D games. We're told Link has a sister, and part of the quest involves rescuing her. We're sure Princess Zelda will also find herself in a bit of strife as well. Oh, and Link is 12 years old. He's probably got some issues of his own to worry about. Hair growth in strange places and that.

You may have heard rumours of a free version of Ocarina Of Time included in the package. It's not confirmed for Europe, but the Japanese one is a straight port with no visual overhaul. Cool freebie, though.



Forget all other cel-shaded games, this is the one to rule them all

The targeting system works the same as Ocarina's, as Link chucks his boomerang

Explore the different areas in Zelda by climbing aboard the boat and taking to the high seas. Trust us, this game really is amazing

Link can use leaves to glide through the sky

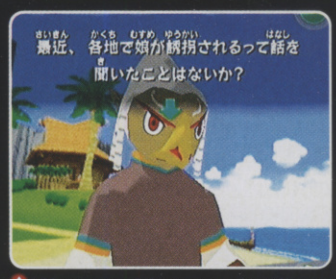
The level of detail in the backgrounds is astonishing. The sweet-as graphics are backed up by solid gameplay, too. No surprise, really

Link sure is strong for a small guy, huh?

No, we have no idea what it says either, but Link's picked up something tasty

Hmmm, could be the evil bloke's hideout? We'd bet money on it...

Zelda's a huge game that'll take ages to explore. It's packed with detail too



This guy scared the crap out of us when we met him while playing the Jap version

See the little kid with the snot bubble? That goes up and down in the game!

Link checks out the nearby talent

HIDDEN & DANGEROUS 2
■ PC
Finally looking dangerous after a long time hiding in development

QUAKE IV
■ PC
Based on the Doom III engine, but developed by Raven– not id

MAX PAYNE 2
■ PC, PS2, XB
Should arrive quickly, unless you live your life in Bullet Time

JUDGE DREDD VS JUDGE DEATH
■ PC, XB, PS2
FPS set in one of the coolest universes ever imagined

COUNTER-STRIKE: CONDITION ZERO
■ PC
Long delayed update to one of the PC's finest online shooters

KIRBY'S TILT AND TUMBLE 2
■ GC
Uses the GBA as a controller. Roll a fat pink guy around

MR DRILLER DRILL LAND
■ GC
Rips of Indiana Jones and features class multiplayer options

HOUSE OF THE DEAD 3
■ XB
Thrilling zombie carnage. Still no official lightgun, though

GALLEON
■ GC, PC, XB
Tomb Raider creator's adventure on the high seas. Stars a girl.

STAR FOX ARMADA
■ GC
Port of an arcade shooter co-developed by Nintendo and Namco

SUPER MONKEYBALL 2
■ GC
Prepare to tear your hair out and laugh your ass off

EVIL DEAD: A FISTFUL OF BOOMSTICK
■ PS2, XB
Think State Of Emergency made better with zombies and gore

PANZER DRAGOON ORTA
■ XB
Classic Saturn shooter series looking breathtaking on Xbox

BC
■ XB
Original prehistoric action on its way from the creators of Black & White

NINJA GAIDEN
■ XB
Nothing cooler than ninjas. Be one. Assassinate, arcade style

PROJECT GOTHAM RACING 2
■ XB
All the cities of the first game, with the additions of Hong Kong and Edinburgh

TOEJAM & EARL III: MISSION TO EARTH
■ XB
Forgotten Megadrive aliens reborn in slick 3D update

SHENMUE II
■ XB
Done properly this time. English voice-overs and all that

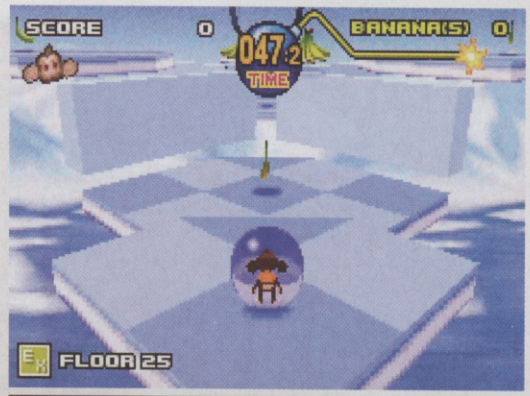
SILENT HILL 2: RESTLESS DREAMS
■ XB
Basically the PlayStation 2 version, but with an additional side story

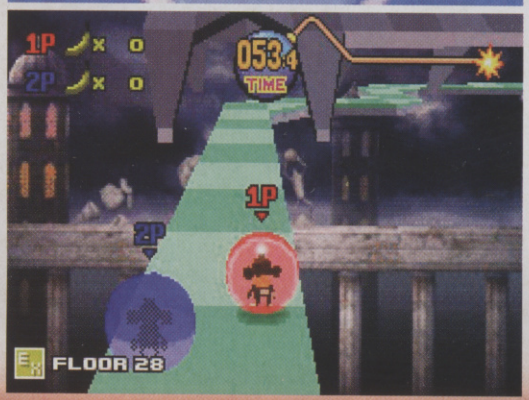
RETURN TO CASTLE WOLFENSTEIN: ENEMY TERRITORY
■ PC
Not an add-on, but a stand-alone game. Features single-player squad missions

FIRE WARRIOR
■ FORMAT: PS2
■ PUB: THQ
■ DEV: KUJU ENTERTAINMENT
■ ETA: TBA
THQ is keeping pretty quiet on this, but we do know it's based in the Warhammer 40,000 universe. That's a table-top role-player, in case you're pretending to be too cool to know. We're expecting more of an action game than a straight role-player.

YU-GI-OH!
■ FORMAT: PS2, GC, GBA
■ PUB: KONAMI
■ DEV: KONAMI
■ ETA: THROUGHOUT 2003
If Yu-Gi-Oh! becomes a major game franchise, 2003 is the year it'll happen. The Immortal Duelist Soul and Dungeon Dice Monsters on GBA, Forcebound Kingdom on GC, Duelists Of The Roses on PS2 and perhaps more.

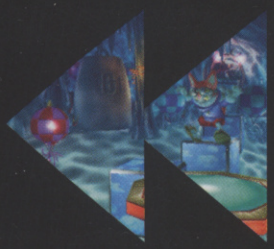
SUPER MONKEY BALL JR.
■ FORMAT: GBA
■ PUB: INFOGRAMES
■ DEV: REALISM
■ ETA: SPRING
It doesn't sound possible, but we've seen it with our very own eyes. You tilt the level with the Dpad and tear you hair out trying to roll the monkey to the goal. The levels are based on the GameCube version, but the digital controls mean it plays even tougher.





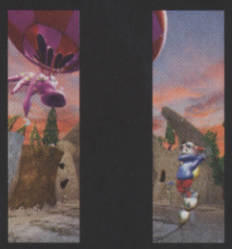
- Cossacks 2 ..... PC
- Crusaders: B4 Outremer ..... PC
- Highland Warriors ..... PC
- Homeworld 2 ..... PC
- Imperium Galactica 3 ..... PC
- LSN ..... PC
- Masters Of Orion 3 ..... PC
- Kingdom Under Fire 2 ..... PC
- Praetorians ..... PC
- Rise of Nations ..... PC
- Spellforce ..... PC
- UFO: Aftermath ..... PC
- Warlords 4 ..... PC
- Warrior Kings: Battles ..... PC
- Freelancer ..... PC
- X2: The Threat ..... PC
- Asheron's Call 2 ..... PC
- City Of Heroes ..... PC
- Dragon Empires ..... PC
- Rainbow Six: Raven Shield ..... PC
- Savage ..... PC
- SWAT: Urban Justice ..... PC
- Duality ..... PC, XB
- The Last Ninja ..... PC, XB
- Shade: Wrath Of Angels ..... PC
- Gothic 2 ..... PC
- Lionheart ..... PC
- Republic: The Revolution ..... XB, PC
- The Movies ..... PC
- The Sims Online ..... PC
- Echelon: Wind Warriors ..... PC
- IL-2 Sturmovik: Forgotten Battles ..... PC
- Lock On: Modern Air Combat ..... PC
- Breed ..... PC, XB
- Kreed ..... PC
- Tron 2.0 ..... PC
- Xenus ..... PC
- Devastation ..... PC
- Far Cry ..... PC
- Firestarter ..... PC
- Gold Star Mountain ..... GC
- Iron Man ..... PS2, XB, GC
- Outlaw Golf ..... GC
- Largo Winch: Empire Under Threat ..... PS2, GC
- Midtown Madness 3 ..... XB, PC
- Smashing Drive ..... GC, XB
- Sonic Mega Collection ..... GC
- The Hobbit ..... GC
- Too Human ..... GC
- DroneZ ..... XB, PC
- Ex Chaser ..... XB
- Fatal Frame ..... XB
- Full Throttle 2 ..... PS2, XB, PC
- Gaia Blade ..... XB
- Brute Force ..... XB
- Conflict: Desert Sabre ..... XB
- Conflict: Missing Presumed Dead ..... XB
- Crank The Weasel ..... PS2, XB, GC
- Heaven And Hell ..... XB
- Hellraiser ..... XB
- Blinx 2 ..... XB
- Internal Pain ..... XB, GC
- Kung Fu Chaos ..... XB
- Murakumo: Mech Hunter ..... XB
- Muzzle Flash ..... XB
- Operation Flashpoint ..... XB
- Psychonauts ..... XB
- Pulse Racer ..... XB
- Sam And Max ..... XB
- Sneakers ..... XB
- Stake ..... XB
- Sudeki ..... XB
- Tao Feng: Fist Of The Lotus ..... XB
- Wrath ..... XB
- Yager ..... XB

WHO NEEDS NINE LIVES WHEN YOU CAN CONTROL TIME?



Rewind time to uncover secret areas.

Hit fast-forward to get an extra burst of speed.



Hit pause to freeze your enemies or grab the goodies.

Record yourself during your adventure, then replay and be your own partner.

Use slow-motion to slow your enemies down as you and "The Time Sweeper" do damage.

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Expelliarmus from Professor Snape.

Wand from Ollivanders.

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PlayStation

XBOX

PlayStation 2

NINTENDO GAMECUBE

GAME BOY COLOR

GAME BOY ADVANCE

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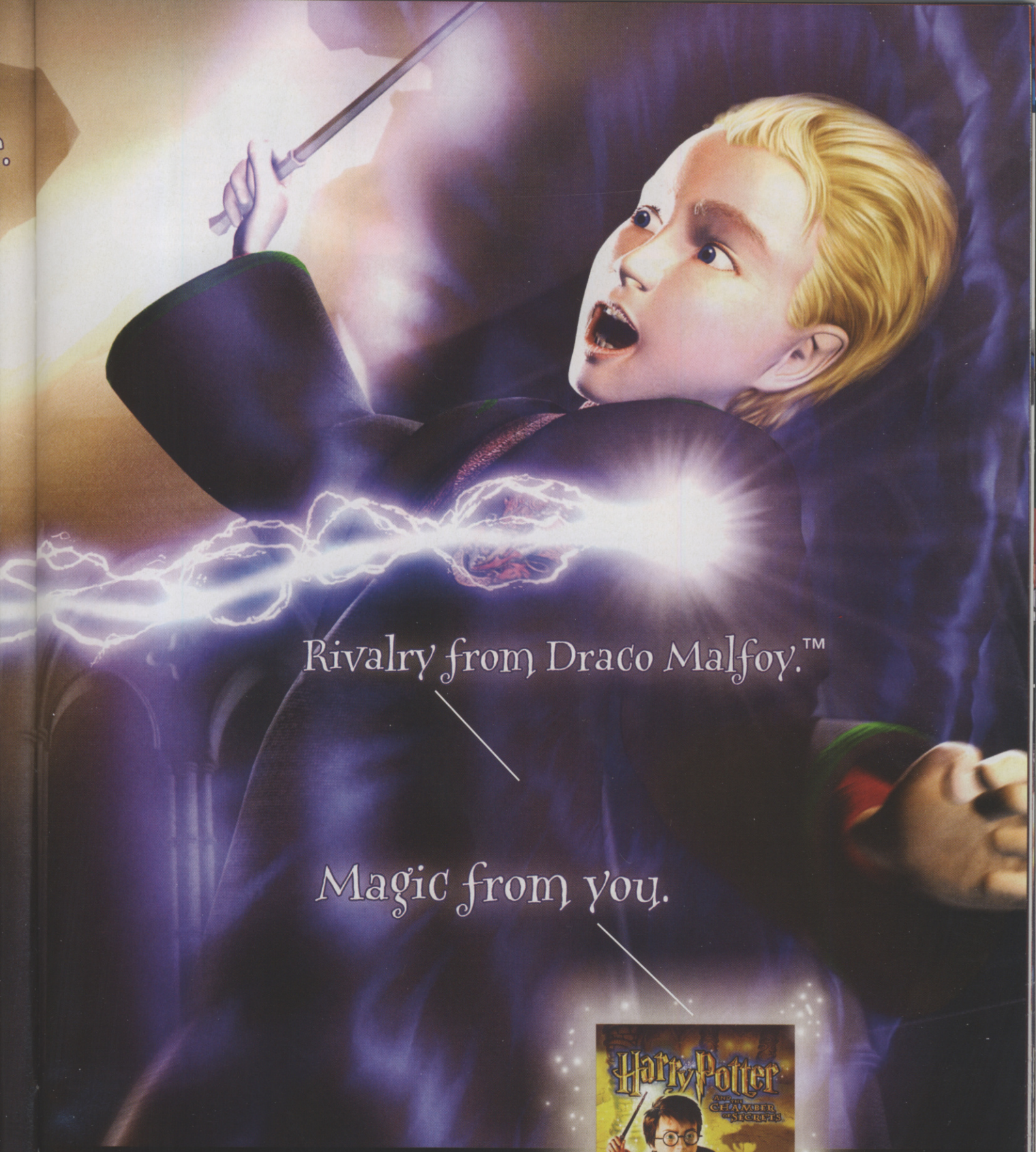

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INCOMING

ACCESS ALL AREAS TO THE HOTTEST FORTHCOMING GAMES!

HOW CVG'S PREVIEWS WORK

- PUBLISHER ACTIVISION
- DEVELOPER ACTIVISION
- OUT: DECEMBER 25

ONLINE GAMING x16

IN A NUTSHELL

Hotly anticipated, super-realistic, sneaky covert-ops sequel to last year's first-person shooter. The team-orientated multiplayer mode encompasses a wide variety of objective-based missions.

GAMECUBE XBOX GBA

WWW.ACTIVISION.COM

ONLINE GAMING
Can you play the game online, against other gamers around the globe? Find out here

PUBLISHER, DEVELOPER AND RELEASE DATE
Who makes the game and when it's due out, to the best of CVG's knowledge

PLAYERS
How many people can play. If it's anything from one to 32, we'll put 32!

IN A NUTSHELL
A brief summary of what the game is like. If it's an update and CVG has already previewed it, we'll also sum up stuff we've said before

FORMAT
The console we played the game on is highlighted red, but other formats the game's coming out on are listed here too!

WEBSITE
Want more info, more screens and to see the game in action? Visit this URL!

THE BEST PICS
See exactly how good (or bad!) the game looks with CVG's sweet-as screenshots

INFO OVERLOAD!
What it's like to play, how it compares to other games and whether it's any good

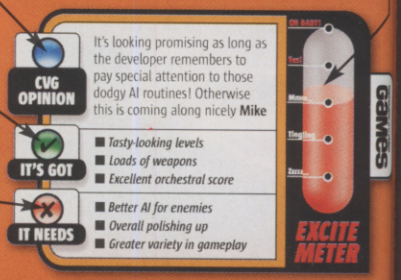
CVG OPINION
What we thought of the game, no matter what stage of development the game is at

IT'S GOT
The good things we like about the game so far

IT NEEDS
If the developers listen to our advice and include this stuff, it'll get the CVG thumbs up

WHAT THE EXCITE METER™ MEANS

You can tell how excited CVG's experts are about the game being previewed simply by looking at the Excite Meter! Easy, huh?



PRIMAL

- PUBLISHER SONY
- DEVELOPER SONY STUDIO CAMBR.
- OUT: FEBRUARY

ONLINE GAMING

IN A NUTSHELL

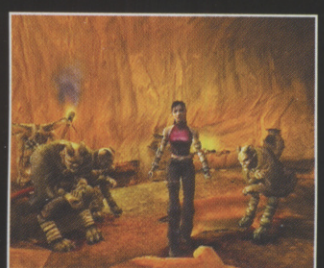
A sprawling gothic action game with two controllable heroes that morph into different forms to solve puzzles and fight bad guys. Jen is the modern-day girl sucked into a bizarre world of demons, who then finds out she is the 'Chosen One'. Scree is her trusty gargoyle companion for the adventure ahead.

WWW.PRIMAL-GAME.COM

Your mother might have warned you about the dangers of disfiguring your virgin flesh by having yourself tattooed. After seeing the sort of trouble Jen gets into after she has a natty circular gothic design needled into her back, you may want to heed your wise parent's words.

It seems what Jen thought was just a pretty design is in fact some kind of insignia of the demon plane, which marks her out as the Chosen One. Subsequently her boyfriend is stolen and she's sucked into a parallel world called the Nexus. Girls, eh?

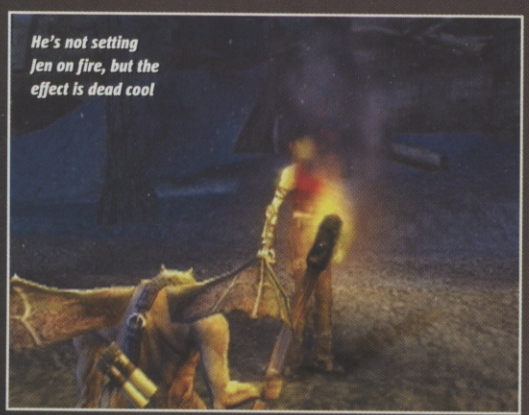
Accompanied by grumpy stone gargoyle Scree, the duo set off to save Jen's fella while attempting to find a way of mending the Nexus's four ravaged worlds.



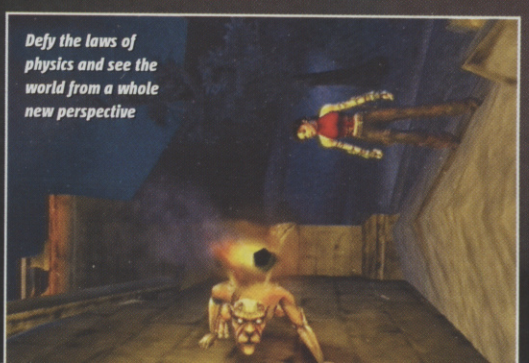
Jen thinks it would be nice to hang out with the locals for a little kum bah yah action

TWO MANY COOKS

You're going to be mighty glad Scree comes along for the trip too. Primal is an enormous game and in this expansive world you really do need the two pairs of feet to explore on, and two pairs of hands to solve puzzles with. You can control either Jen or Scree, switching between them whenever you want. As long as the two are in visual range of each other, controlling one hero will make the other run and catch up.



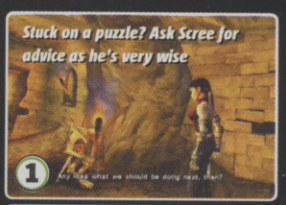
He's not setting Jen on fire, but the effect is dead cool



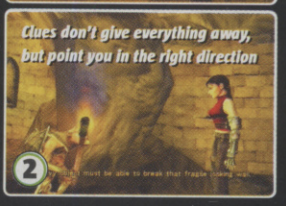
Defy the laws of physics and see the world from a whole new perspective

STONE ME!

One potential problem of action games with huge environments to explore is that it's easy to lose your way and be confused about what to do next. Primal attempts to combat this by letting you ask the game questions. Press the Triangle button at any point to ask Scree for advice.



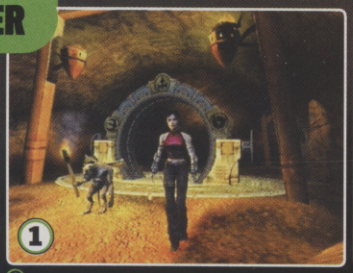
Stuck on a puzzle? Ask Scree for advice as he's very wise



Clues don't give everything away, but point you in the right direction

GATEWAY TO WHEREVER

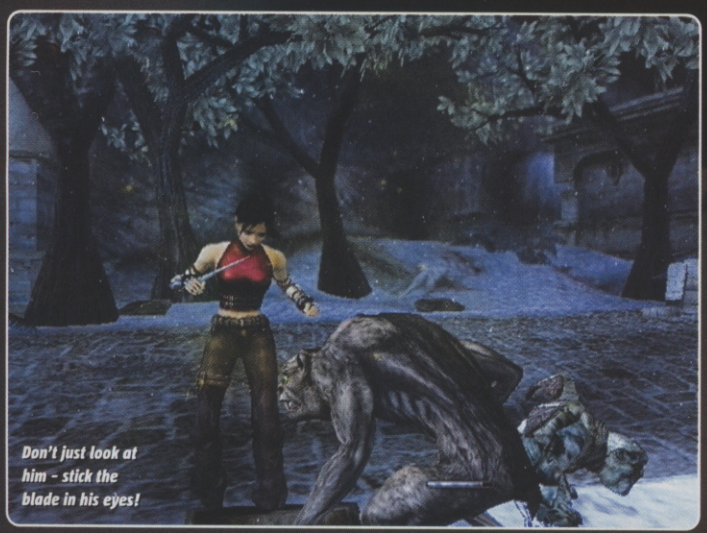
The four worlds of the Nexus, in which Jen finds herself, are truly enormous. To explore them, rather than have you trudge around on foot, Primal 'borrows' an idea from the first Soul Reaver game, using warp gates that are dotted sparingly around the place. Use them wisely to cover huge distances. It's an unoriginal but still highly useful concept.



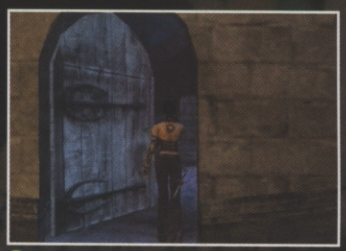
Activate the warp gate by positioning Jen and Scree either side of the gate

Gates that you have activated show up yellow. Select which you want to travel to

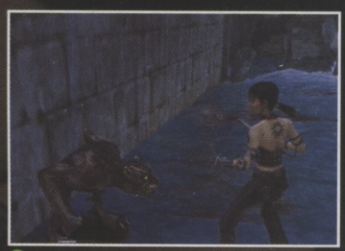
With enough elbow grease from the duo your destination opens up before you



Don't just look at him - stick the blade in his eyes!



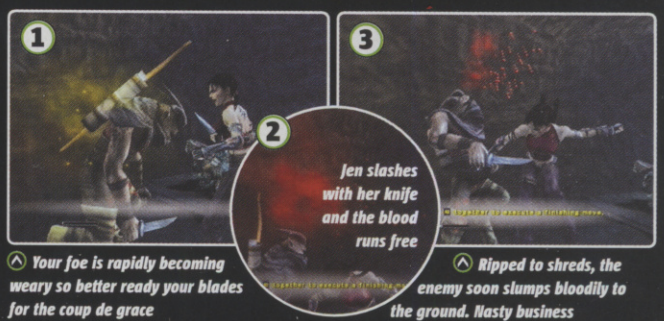
Expect to tackle lots of puzzles that involve opening previously locked doors



This green-eyed, panther-like demon fancies a slice of Jen pie with plenty of custard

YOU'RE FINISHED!

Mortal Kombat has a lot to answer for. It seems any kind of one-on-one fighting in games must be accompanied by a gruesome finishing move these days. Primal is no exception. Hold both shoulder buttons when your foe tires and see the claret fly. It's never been easier to decapitate demons!

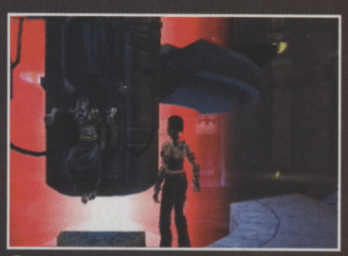


Your foe is rapidly becoming weary so better ready your blades for the coup de grace

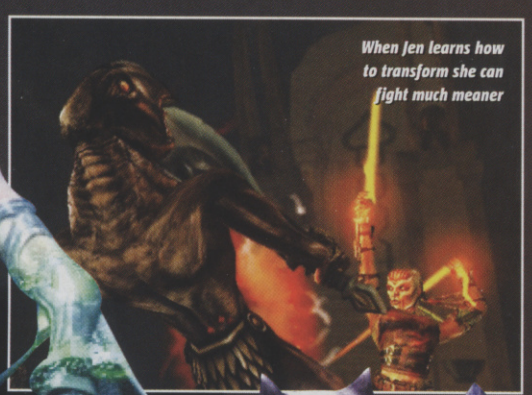
Ripped to shreds, the enemy soon slumps bloodily to the ground. Nasty business

Often, though, one member of the duo will get stuck, unable to travel any further. This is where the ability to split up proves its worth. Let's say you're happily marauding through a network of caves as Scree and hit a door blocked from the other side. There's a narrow crack in the wall, which your fat stony bulk could never squeeze through, but which Jen's lithe frame can handle easily. So switch to Jen, shimmy through the gap and then unblock the door. Easy.

That's the simplest example of the sort of puzzles you'll be expected to solve. Later they'll get tougher with Scree having to scale walls and find secret entrances, or with Jen using her mighty morphing powers to defeat bad guys and clear the way. We found the early exploration puzzles a bit simple, with too much wandering and not enough action, but the game is huge so it's likely things will get more interesting further on.



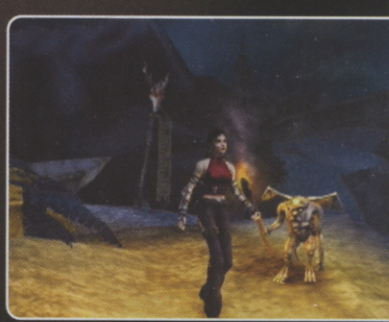
The guy in the machine is Cronos



When Jen learns how to transform she can fight much meaner

The son of King Herne has been kidnapped and it's your job to help seek him out

Jen gets horny with this beast while Scree hides timidly in the corner



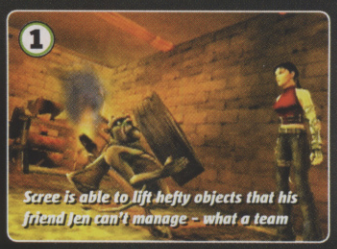
You have to agree that pretty Jen and ugly Scree make a pretty good adventuring team

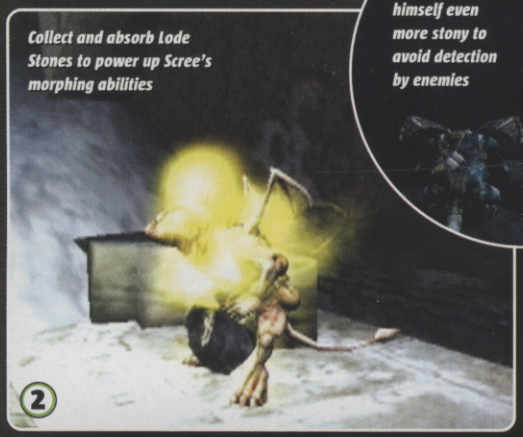
BRING ON THE BEATS

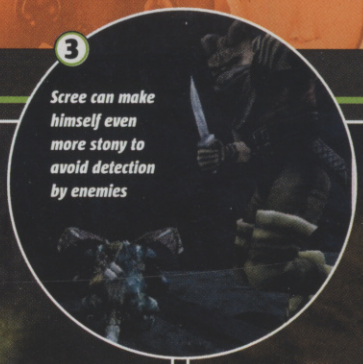
What is interesting right from the start is the fighting system. As soon as Jen gets her knife you'll meet and dispatch swarms of enemy demons. Encounter a bad guy and the camera switches to a view that transforms this into something closer to a 3D beat 'em up than an action game. The controls also change their assigned functions, with

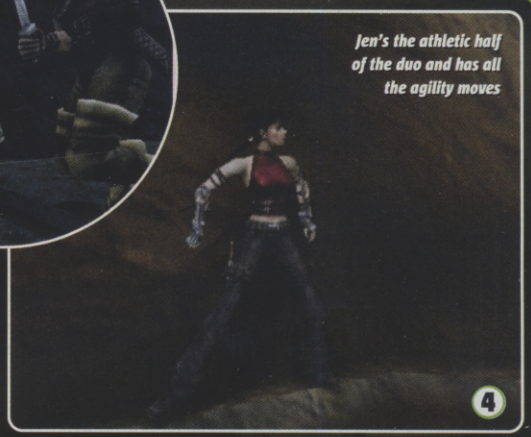
SKILFULLY DONE

Between them, Jen and Scree must have one of the fullest rosters of moves available to any demon-hunting duo. With morphing abilities, special attacks and gravity-defying wall-hugging to name but a few, you can be sure your fingers will be kept busy.


1. Scree is able to lift hefty objects that his friend Jen can't manage – what a team


2. Collect and absorb Lode Stones to power up Scree's morphing abilities


3. Scree can make himself even more stony to avoid detection by enemies


4. Jen's the athletic half of the duo and has all the agility moves

attacks carried out using a combination of tugging on the sticks and hammering the shoulder buttons.

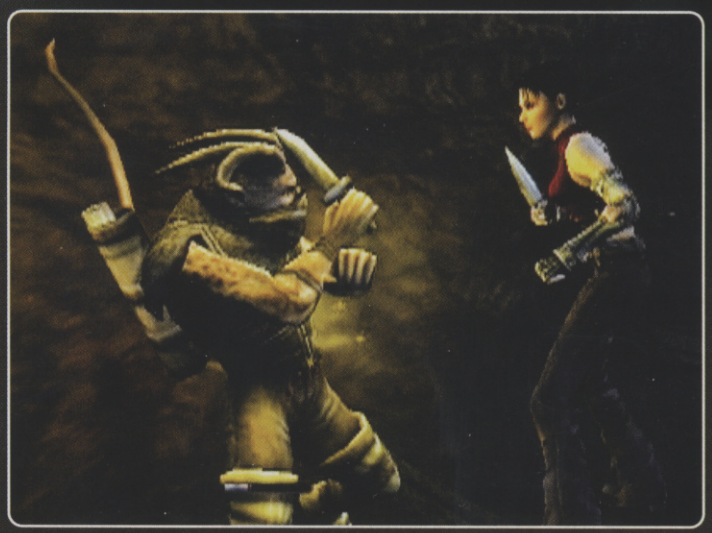
Generally you'll fight one on one, with demons queueing up politely to get their faces mashed in. You can switch targets if you want, though, to take the enemy by surprise.

As cool as the fights are, we can't help wonder if the exploratory sections might prove a bit long-winded. Many times during the early stages we could see where we needed to get to, but it would take us a good few minutes to walk there, not doing anything other than admiring the gothic scenery.

COME AGAIN?

The game's influences are obvious too, whether intentional or not. The morphing and the sprawling levels, together with the warp gate system are pure Soul Reaver. The character-switching and puzzle-solving is straight out of Project Eden (except there you had four playable heroes) and the more acrobatic-adventuring Jen smells much like a certain tomb-raiding lady.

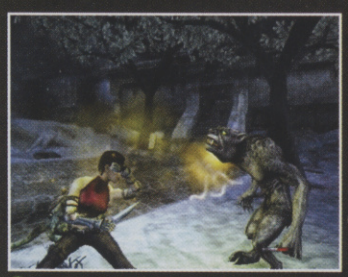
At the very least, Primal looks like it'll be a solid action title. Only extended play will be able to confirm whether it has enough original ideas and action populating the vast, beautiful landscapes, to make it the stand-out triple-A title Sony seems confident it will become. It's good but we reckon there's a way to go yet.

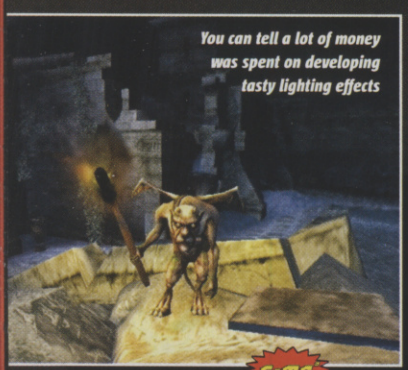

Both fighters are armed to the hilt but who will assign the first blow in this face-off?

Some of the game's platform-style puzzles are pure, barely disguised Lara Croft

It's all about teamwork so think for two

The Queen has gone bad – has she been placed under some sort of wicked spell?


'Ave it! The demons of the Nexus don't take entirely kindly to Jen's nifty moves


You can tell a lot of money was spent on developing tasty lighting effects

Mystic energy is sapped from enemies as you pummel their asses

CVG OPINION

Needs tidying but the basis of a potential blockbuster is there. Shame it borrows so heavily from other games but that's okay as long as it's done well. **Lee**

IT'S GOT

- Enormous environments
- Dark, gothic themes
- Morphing heroes!

IT NEEDS

- A bit more direction to the action
- Greater originality
- To be a bit brighter!

VIETCONG

PUBLISHER TAKE 2
DEVELOPER PTERODON
OUT: FEBRUARY 3
ONLINE GAMING x32

IN A NUTSHELL

Evil has a face, and it's green. Death lurks around every tree in the dense Vietnamese jungle. Nasty booby traps, silent assassins... step into the heart of darkness.

PC CD ROM

WWW.VIETCONG-GAME.COM

Vietcong's dialogue is riddled with war movie clichés

Look around freely, take in the view, then land in the sh*t

Switch this on and you can almost feel the damp jungle air clamming up your skin, while mosquitoes feast on your blood.

Vietcong has a highly absorbing atmosphere, as a result of its awesomely realistic visuals. And thanks to these believable and immersive environments, the action instantly gains tension. You can't stomp through the jungle like an elephant and expect to take out your enemy with blind force. Vietcong is much subtler and more strategic than that.

Spooked by a noise, you shoot, just missing your engineer's head. Oops!

"IN THE JUNGLE, THE MIGHTY..."

The singleplayer campaign requires brains as well as brawn if you're to handle the series of intense missions. Negotiating the jungle is tough enough, and you'll rely heavily on your map and Point Man to keep you on track.

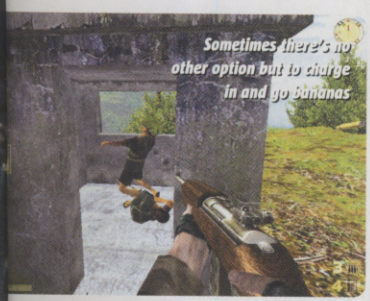
Bored of green, the soldiers plot to steal some washing

You must also be very quiet and stealthy in order to avoid detection and catch your enemy off guard. Remember, the Vietnam War was all about ambush, and as you're always potentially stepping into one, you've got to have your wits about you at all times.

LISTEN UP, PEOPLE!

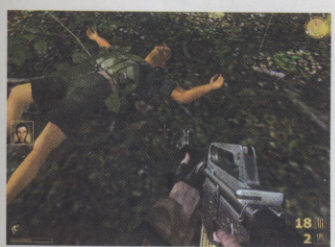
Don't panic, though, because your character is equipped with the necessary skills to deal with any situation. You can keep yourself and your squad safe by commanding your Point Man to scout out the path up ahead, and he'll detect booby traps, which you can diffuse and disarm.

Bring up your command list and dish out your orders



Sometimes there's no other option but to charge in and go bananas

Of course, whether you're engaging in combat or simply patrolling, you're able to bark instructions at your men at any time, such as "Cover me", "Disperse", "Attack" and "Switch to stealth". You'll find that this variety of commands gives you an immense amount of flexibility, as you're able to solve and overcome objectives in a variety of ways.



The character models and glassy-eyed death animations are impressively realistic

None of the multiplayer games were available to play at this stage, but if the quality of the singleplayer experience is a realistic indication of what's to come, the final product should be an all-round scorcher.

CVG OPINION
With its mix of intimidating environments, intensely strategic missions and killer visuals, Vietcong is headed for the FPS big league. **Mike**

IT'S GOT
- Really dense jungle environments
- Intuitive squad-based gameplay
- Tons of tense scenarios

IT NEEDS
- More vehicle-based action
- To speed up some of the missions that feel a bit slow

EXCITE METER

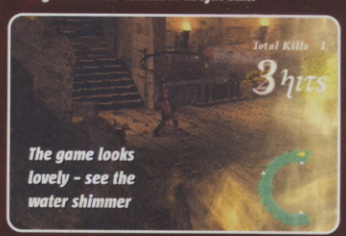
PUBLISHER TECMO
DEVELOPER TECMO
OUT: EARLY 2003
ONLINE GAMING
WWW.TECMOINC.COM

RYGAR
THE LEGENDARY ADVENTURE

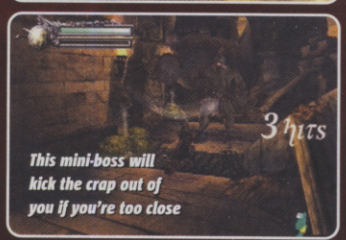
Why should you bother with Rygar when there are hundreds of other games featuring chisel-jawed heroes wandering ancient mythical worlds?

Here's why – none have looked quite this lovely. And Rygar uses a semi-static camera system, somewhere between Eternal Darkness's and Res Evil's, which makes it kind of novel to play too. And while the action is nothing original, it's still solid enough. So check out these new shots, okay?

Our hero can latch his shield onto bugs and swing them into walls. A useful skill



The game looks lovely – see the water shimmer



This mini-boss will kick the crap out of you if you're too close

Hit enemies from far away with the Diskarmor

CVG OPINION
The beautiful mythical world of Rygar is so engrossing that we're now walking around in leather Speedos and a helmet. Yep, we're excited. **Jimmy**

IT'S GOT
- Beautiful graphics
- Great semi-static camera
- Cool theme

IT NEEDS
- Something different from the usual mythical game
- A greater variety of enemies

EXCITE METER

MIKE'S DIARY WEEK 1

Animal Crossing™

Lose yourself and your mind in this quirky land of opportunity

- PUBLISHER NINTENDO
- DEVELOPER NINTENDO
- OUT: TBC

ONLINE GAMING | x4 TURNS

IN A NUTSHELL

Animal Crossing is like a precious Hollywood starlet. Seriously high maintenance. You have to flatter it with love, attention and whole-hearted commitment. But as well as forming an emotional attachment, you have to work hard to experience all of the perks and pleasures. Plus, all the events take place in real time, so expect some painfully early starts and late, late nights.

WWW.ANIMAL-CROSSING.COM

DAY 1

Packed my bags, left home and hopped on a train in search of some adventure.

Met a mad cat on the train and told him that I was headed for a village called Joliwood. He knew it well. Said it was a cool place and recommended I go see a bear called Tom Nook, to sort myself out with a place to stay. Nice cat.

Took his advice and looked Tom up when I arrived. Found him in the only shop in Joliwood, Nook's Cranny, open from 9am to 10pm.

He seems a bit dodgy, but he did sort me out with a wee house of my own. Problem is, I'm a bit short of cash. Only had 1000 bells. The place costs 19,500, so I still owe him a fat wedge of dough. Got to pay him a grand a week, and he's forcing me to work at his store.

To make things worse, I got stung in the eye by a bee while attempting to shake some pears out of a pear tree. How was I supposed to know there was a bee's nest in it! So I'm broke and I can't see out of my left eye. I want to go home!

DAY 2

Ran a few errands for Tom. He got me to do some gardening too. Planted some flowers outside his shop to attract customers. He's working me to the bone, but I guess I shouldn't complain too much as he pays pretty well.

Once I finished work, I took the opportunity to meet everyone in town. Most of the folk are decent enough, except this grumpy eagle called Apollo. Everything I say just seems to piss him off. Moody old bird.

To top things off, my house is cold and bare. All I have to entertain me is a crappy cassette player, a journal, and an orange box. However, I read in The Crossing Guardian (www.animal-crossing.com) that Mushrooming Season starts the day after tomorrow. But you have to get up at dawn to find them before anyone else. I hate my life.

DAY 3

The swelling from my bee sting has gone down at long last.

This morning Tom told me that he will no longer be requiring my services at Nook's Cranny. Problem is, I still owe him nuff cash.

I've decided I'd be best off becoming my own boss, and aim to make money doing odd jobs for the local townspeople. Should bring in enough dough. Also discovered that I can earn cash selling items including fossils, fruit, fish, and insects to Tom Nook. That sucker will buy anything!

Bought a spade to dig up fossils, a fishing rod and a net to catch bugs. Equipped with my shiny new tools, I got to work, and managed to rake in a tidy sum. Good work.

Went to the Post Office and paid 7000 bells into Tom's bank account. Only owe 12,500 now! Things are looking up. Plus I received two NES games in the post today from Nintendo, so I stayed home this evening and played videogames all night. Life is good.

DAY 4

Got up at 7:30 this morning, bleary eyed and a bit groggy, and started on my hunt for those bloody mushrooms. It took a full 45 minutes before I found any, and then I came across three.

Got so absorbed that I missed my train to work at CVG and got an earful from Alex for being late. But boy, was it worth it. That evening I sold all my mushrooms to Tom Nook at 5000 bells a pop. Fifteen thousand for three mushrooms: I'm minted!

Bought myself loads of pressies to decorate my gaff, including a wicked pear-shaped wardrobe, a bonsai tree and a drinks machine. Got some new threads too. Plus, I paid 10,000 bells towards my loan from Tom.

A few new nice people moved into town today. And I had a good chat with Apollo who's my best pal now. I think I'm really starting to love this town.

DAY 5

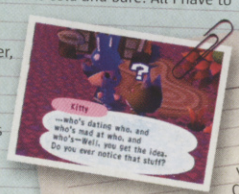
Got up at 8am and found three mushrooms almost straight way. Bling, bling! Got 'em cashed in and paid off the loan on my house. Get in!

Tom's offered to do an extension on my house. I can barely get in the door at the moment because the place is so full of stuff, so the promise of a bigger pad is fantastic news.

This evening I connected my GBA to the GameCube, enabling me to take a boat trip to a nearby island. Met a hippy lion, found a couple of Hawaiian shirts and picked up a few coconuts. All in all, a very successful trip.

When I got back I planted a coconut and did a bit of late-night fishing. Caught a carp and decided to give it to my neighbour, Kitty. She was so chuffed by the gift that she gave me a cello. I think that I might be falling for her. Love is definitely in the air.

DAY 6



Slept in and when I got up there were no mushrooms anywhere. Damn! Missed out on a potential 15-grand's worth there... Instead, decided to visit CVG Lee's beautiful village, called Yo'Burg. Like what he's done with his place.

Tried to make off with an awesome flying saucer that was sitting in the corner of his living area, but the blimmin' thing is somehow nailed to the floor. And he's got a mint fully-working train set in the other corner. Jealous as hell! However, I did pinch as many oranges as I could carry, from the trees just outside his house. Oranges are rare in Joliwood, so they're bound to get serious cash at Tom's.

Back in Joliwood I ran over to Nook's Cranny to sell my oranges, but it was closed for refurbishment. So I went over to Kitty's place, only to find out that she's going out with a elephant.

I'm gutted!

DAY 7

Got up extra early to make up for yesterday's poor mushroom pickings, and found four! Took my mind off the Kitty situation.

Rushed over to Tom's shop to sell my mushrooms and oranges. But when I got there I couldn't believe my eyes. Nook's Cranny has been torn down and replaced by Nook 'N' Go, a 24-hour super-shop. There's tons more stuff to buy now. Awesome!

However, my excitement soon turned to despair. Tom told me the work on my place was almost finished. Then he quoted how much I owe him: 148,000 bells. Holy s**t! The news of this debt paralysed me with shock. I wish Tom sold guns, so I could shoot him. He's conned me. How am I ever going to raise that kind of cash? I now reckon Tom Nook's in fact the devil's cranny.

POST OFFICE

Pelly the pelican runs the gaff. And although she looks cute, she's a moody old cow most of the time. That's probably because the post office is open 24 hours a day, and she's the only one who works there. Post letters, send presents, and pay off your loan over the counter.

HOME SWEET HOME

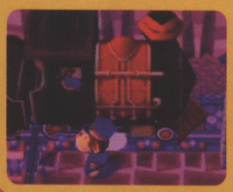
The place where you rest your head at night, even if you don't have a luxury king-size bed. Animal Crossing is as much about collecting cool stuff as anything else, and this is the place where you get to show it all off.

TOM NOOK'S SHOP

The cornerstone of village life. Tom's a real wheeler-dealer in the East End mould. Not only does he provide you with housing and loans, he buys and sells almost everything under the sun.

RAILWAY STATION

If any of your mates has created a village, you can visit it by popping both memory cards into your GameCube and hopping on a train at the railway station. Steal fruit from their trees and bring all sorts of goodies back to your own town, including villagers.



THE GUIDED TOUR

Although every village in Animal Crossing is randomly generated, they all feature the same important landmarks and hotspots

THE DUMP

It's amazing what people will throw away, without so much as a backward glance. Check in at the dump everyday to see what's been discarded there. You'll often find items that can easily be sold for hard cash at Tom Nook's shop. It's one of the easiest ways you have for making dosh.

LOST 'N' FOUND

Booker's the guy in charge. He's not the sharpest tool in the box, so if you see something you like, simply claim it. He'll always believe that the lost item is yours. Chump!

ABLE SISTERS

Bored with your clothes, umbrella, or the pattern on your front door? Fear not, because the Able Sisters are here to cater for all your design needs. Buy new fabrics or design your own for a small fee.

MUSEUM

It's worth donating items you've collected to the local museum, instead of flogging all your treasures at Tom Nook's shop. Having a well-stocked museum will really impress your mates when they come to visit. It exhibits fossils, paintings, insects and fish.

HOT OFF THE PRESS

There are always things going on in the world of Animal Crossing. And the best way to keep on top of what's happening is to go online and check out The Crossing Guardian at www.animal-crossing.com. This quirky newspaper will fill you in on all the dates and times of every upcoming special event. An invaluable resource if you want to stay ahead of the game.

Make sure you mark every important event in your journal

TAILOR MADE

Linking your Game Boy Advance to your GameCube in Animal Crossing enables you to download the Able Sister's fabric-designing tool onto your GBA, free of charge. This means that you never have to pay cash when you want to design a new pattern.

Animal Crossing's cross-platform connectivity also allows you to visit the nearby island and transport exotic goods back to the mainland.

Don't waste bells paying for designs. Create your own for free on GBA

The design tool is dead easy to use. This amazing pattern only took nine hours

E IS FOR ECCENTRIC

The first series of Animal Crossing e-Reader cards is now available in the States, and CVG recently bought up a job lot. However, even though there are loads of new characters to collect, we couldn't help but feel a bit disappointed by the lack of inspiration that's gone into them. We yearn for new NES games, insane items and shopping malls to put the evil Tom Nook out of business. Hopefully Nintendo will be more adventurous with the second series.

CVG OPINION

Don't be fooled by the sugar-coating. This is a demanding bitch of a game that will eat away at your spare time. But you'll love every second. **Mike**

IT'S GOT

- *Character, humour and charm*
- *Fantastic real-time special events*
- *Well over 1000 items to collect*

IT NEEDS

- *The graphics sniff of the N64*
- *Could be a little bit too demanding of your time*

PUBLISHER ACCLAIM
DEVELOPER CLIMAX
OUT: FEBRUARY
XBOX GAMECUBE
x4
WWW.ACCLAIMSPORTS.COM/ATV

ATV 2: QUAD POWER RACING

Crazy quad-bike racing returns, but it's probably not the ATV 2 you think it is. Acclaim's ATV 2: QPR is the sequel to a two-year-old PSone outing, and shouldn't be confused with Sony's ATV: Off Road Fury 2, which is out in the US but still TBC for Europe.

Acclaim reckons QPR is less simulation and more tricks-based than Sony's ORF. We haven't played ORF but QPR certainly plays a lot like MX Superfly, with the same suspension pre-loading for massive jumps, only with more OTT handling. Level diversity is impressive too. We like.

'Flying' through the forest level

CVG OPINION

The gameplay is nicely over the top and there are loads of characters and modes to try, so it could be a worthy addition to the extreme sports stable. **Jimmy**

IT'S GOT
- 17 cool tracks
- Crazy stunts
- Good selection of game modes

IT NEEDS
- Tweaked handling
- More intuitive control system
- Greater originality

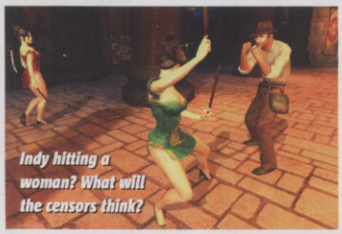
CVG Games

PUBLISHER ACTIVISION
DEVELOPER THE COLLECTIVE/LUCASARTS
OUT: TBC
XBOX PC
ONLINE GAMING
WWW.LUCASARTS.COM

INDIANA JONES AND THE EMPEROR'S TOMB

Psst, over here if you wanna know more about the game that lets you twat Nazis with shovels. Based before the films, it heavily features Himmler's evil SS, but the main enemy is the Triads. You'll also face off against bad-boy archaeologist Von Beck.

The developers reckon that Lara's tomb-raiding adventures borrow heavily from the Indy films. Decide for yourself from this new shot.



Indy hitting a woman? What will the censors think?

CVG OPINION

Captures the feel of the Indy films perfectly, but so far the gameplay seems a tad predictable and is in danger of getting too repetitive. **Jimmy**

IT'S GOT
- Great graphics
- The feel of the Indy films
- Loads of weapons to pick up

IT NEEDS
- More puzzles
- Loads of cool bosses
- More originality

CVG Games

STAR WARS KNIGHTS OF THE OLD REPUBLIC

PUBLISHER ACTIVISION
DEVELOPER BIOWARE CORP
OUT: SPRING
ONLINE GAMING

IN A NUTSHELL

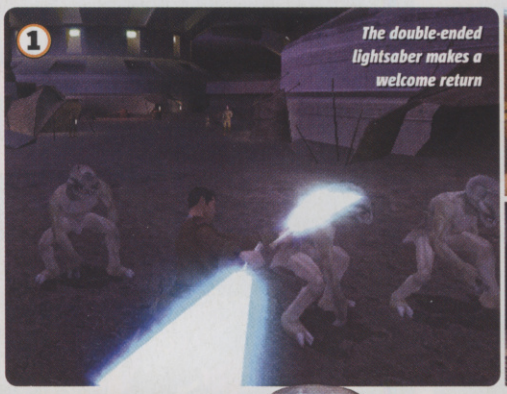
This, the first Star Wars role-player, is set 4000 years before the original films begin. Create your own warrior and develop his or her Force powers before finally confronting an evil Sith lord.

XBOX
PC CD ROM

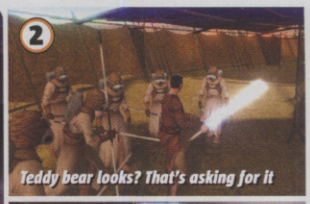
WWW.LUCASARTS.COM/PRODUCTS/SWKOTOR/

COMBAT

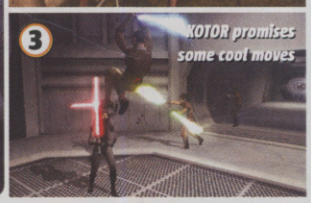
KOTOR has three different combat systems for every fight. Action-RPG nutters can stick with real-time combat; those who fancy more strategy can pause the game and assign attacks to players; and Final Fantasy fans will love the fully turn-based fights. It's an ambitious idea that offers a playing experience to suit your mood as well as widening KOTOR's appeal.



1 The double-ended lightsaber makes a welcome return



2 Teddy bear looks? That's asking for it



3 KOTOR promises some cool moves

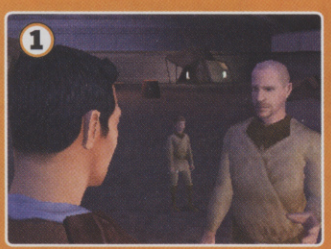
SHOW SOME CHARACTER

Knights is being developed for the Xbox and PC simultaneously (although the PC version will be released a few months later), and BioWare is currently trying to strike a balance between the in-depth character customisation that PC owners know and love, and the ease of use that sofa-dwelling console gamers enjoy.

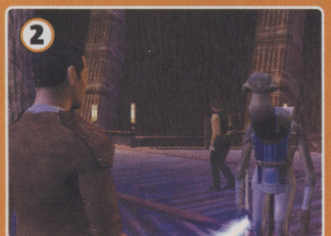
There is a huge range of attributes that you can either assign manually to your character or have recommended, ranging from facial features and clothing to the Force Feats they can perform. These encompass not only the more powerful lightsaber attack methods, like flipping over and hacking your enemy, but also abilities such as the handless choke and the Jedi influence-of-will, which have been expanded significantly since the release of Jedi Outcast.

These skills won't be available at first, though. As you play through the minimum 40 hours of gameplay, your Jedi powers will develop and it's only then that you'll have the opportunity to build and customise your own lightsaber.

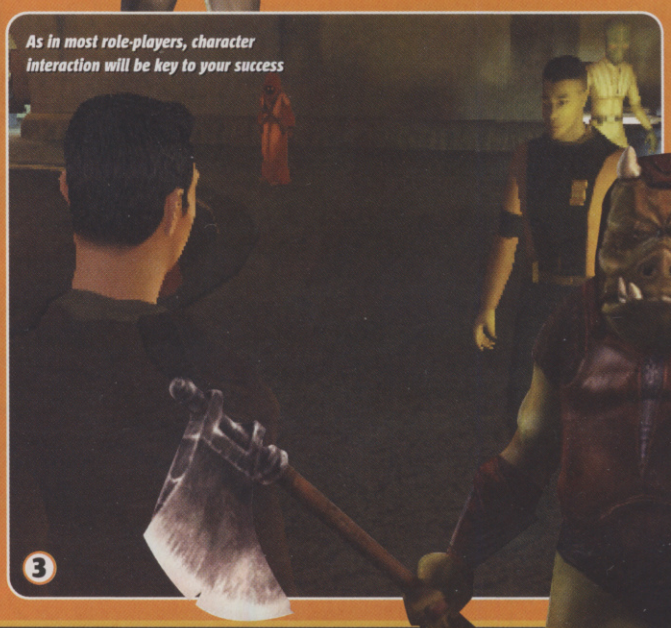
But don't expect insane lightsaber battles with you playing as an ancestor of that ludicrously animated rubber bogie Yoda – your character must be human, though you'll pick up other species to join your party. They'll all stay in your base ship, the Ebon Hawk, and when you embark on a mission you must choose three to take with you. So their abilities will not only affect your success in battle, but also how many sub-quests you unlock (which can double the total playtime).



1 Character models already look pretty good, but expect the final ones to be better



2 Hammerhead! You won't be able to play as this guy, but he can join your party



As in most role-players, character interaction will be key to your success

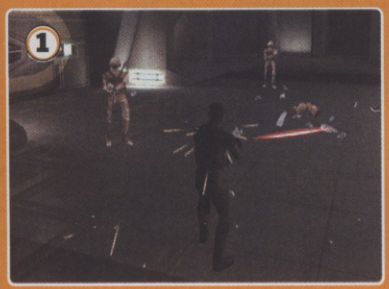
3

GOOD OR EVIL? YOU DECIDE

One of the best things about the original Jedi Knight, which was omitted from the sequel's singleplayer mode, was the ability to choose in which side of the Force to invest your powers. Thankfully, Knights brings this choice back. Depending on whether you want to be a future Darth Vader or a noble Luke Skywalker-type, different Force Powers will be at your disposal, good ones being slightly more powerful.

Most of your good or evil choices will be made during conversations, but some big events will have a major influence on your destiny too. For example, in the water world of Manaam, you are confronted with a puzzle, the easy solution to which will kill millions, while the more difficult route will keep you firmly on the side of good. So choose wisely.

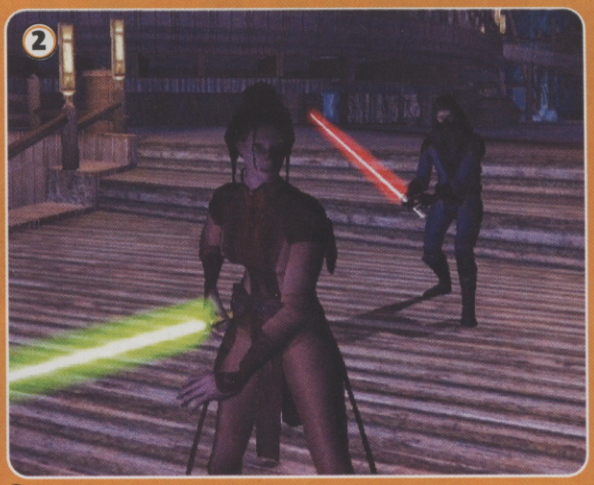
Even if you choose to tread the Dark path, choices that come up during conversation will always give you the chance for redemption. This is especially important, as miffed party members can mutiny if they don't agree with your baneful ways.



These guys may not see you as a threat if you're evil

Kill too many innocent creatures and your character will become more evil

Fish meets man meets camel's foot. Wonder what happened to the hump?

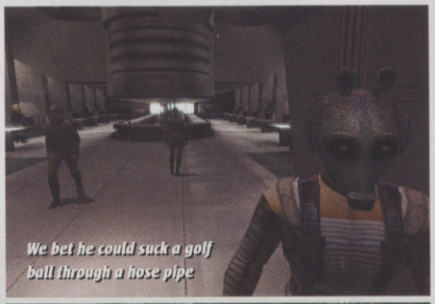


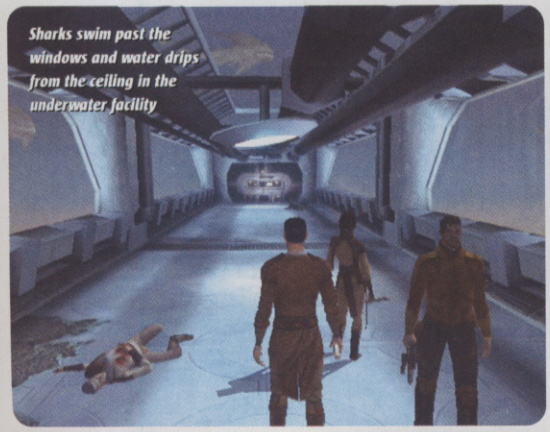
As your character moves closer to the Dark Side, his or her appearance changes

I'M SO SEXY

With its jaw-dropping graphics, Knights Of The Old Republic promises to be one of the most gorgeous-looking console games to date. As soon as you see the movie-quality cutscene at the start, you get the feeling you're in for something special, and mercifully the rest of the game doesn't disappoint.

One level, for example, is set in a huge open-air area with beautiful swaying grass that stretches on for miles. The most impressive touch is the way the grass field is disturbed as your character runs through it. Who needs UT2K3 grass! Other areas have sumptuous effects and amazing detail that bring the Star Wars universe alive like never before.


We bet he could suck a golf ball through a hose pipe


Sharks swim past the windows and water drips from the ceiling in the underwater facility

The Ebon Hawk was deliberately designed to look like the Millennium Falcon

The outside areas go on for miles

GOING LIVE!

Although there are currently no plans for a head-to-head mode, there may be some form of co-operative for PC. However, Knights will be Xbox Live!, concentrating on downloadable content such as new areas and bonus missions to keep your hands glued firmly to the Xbox pad.

CVG OPINION Gorgeous graphics, huge worlds, long playing time and the first Wars role-player: we'll be immersed in the Star Wars universe like never before. **Jimmy**

IT'S GOT
- A huge game world
- Amazing graphics and sound
- Great customisability

IT NEEDS
- To appeal to non-Wars fans

EXCITE METER: OH BABY! / Yes! / Mmm... / Tingling / Zzzz... — GAMES

PUBLISHER KONAMI
DEVELOPER KONAMI
OUT JANUARY
WWW.KONAMI-EUROPE.COM

SILENT SCOPE 3

Snipers, terrorists: SS3 suddenly looks dangerously topical. And as predictable as a US invasion of Iraq, Konami is bringing the latest coin-op version to PS2.

Full-sized rifle replicas have made the coin-ops very popular, but earlier SnipeStation 2 versions came under fire for failing to even be lightgun compatibile. Seems Konami considered this for SS3 but for one reason or another decided against it. To make up, extra missions have been added to the coin-op's existing 14.

Get your reflexes in good working order

CVG OPINION Like a high-velocity sniper round, the SS series holds a special place in our hearts. But will the thrill of the kill last longer than SS2? **Jimmy**

IT'S GOT
- Loads of missions
- News reports in with the action
- Loads of scum to dispatch

IT NEEDS
- A multiplayer mode
- Lightgun compatibility

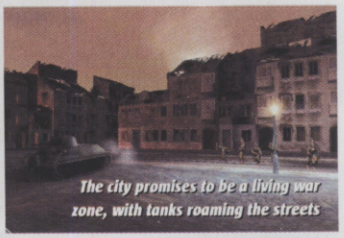
EXCITE METER: OH BABY! / Yes! / Mmm... / Tingling / Zzzz... — GAMES

PUBLISHER WANADOO
DEVELOPER REBELLION
OUT DECEMBER
PS2 PC
WWW.REBELLION.CO.UK

SNIPER ELITE

Third- and first-person scope 'em up action set during the Battle for Berlin at the end of World War II, where you play a cold-hearted sniper working for the OSS.

Even at this early stage Sniper Elite's looking like a winner, with huge, open-plan city environments and a cool 'exhale' button that stabilises your gun for a clear shot. We're hoping for Enemy At The Gates, only without the crap snogging. And not set in Stalingrad, obviously.


The city promises to be a living war zone, with tanks roaming the streets

CVG OPINION Just a few months into development, and it's already looking impressive. One to watch if you like nothing more than a clean headshot. **Jimmy**

IT'S GOT
- Good draw distances
- Nice tactical elements
- Good enemy AI

IT NEEDS
- More enemies to snipe
- More than two players on PC
- Ed Harris as an evil Nazi

EXCITE METER: OH BABY! / Yes! / Mmm... / Tingling / Zzzz... — GAMES

NO PUSSIES ALLOWED!

STEEL BATTALION

■ PUBLISHER
CAPCOM
■ DEVELOPER
CAPCOM
■ OUT: MARCH 2003

ONLINE GAMING

IN A NUTSHELL

Capcom's ruthlessly realistic and rampaging mech monster will crush lightweight gamers into a mushy, unrecognisable paste. Steel Battalion is one of the most outrageously hardcore games ever. If you're strong enough, you will be justly rewarded with pure pleasure!

XBOX

WWW.TEKI.JP

UPDATE!

Failure, friends, is not an option. Steel Battalion is about as forgiving as Madam Satan: the meanest, most cold-hearted, leather-clad dominatrix known to man... or known to Jimmy, at least.

Crash and burn before hitting the eject button, and your save game disappears. What a bitch! And if you eject out of battle too many times, it's Game Over and back to basic training for you, mate. FUBAR: f*@ked up beyond all recognition!

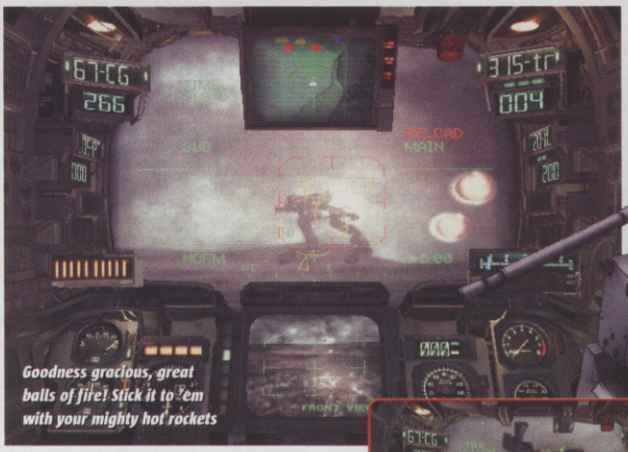
HEAVYWEIGHT CHALLENGE

This month CVG nervously climbed back into the mighty cockpit and stomped through even more of Steel Battalion's intense missions.

Be warned, though. We quickly learnt that enemy forces tear you to shreds if you bowl into battle with a cavalier, maverick, balls-o'-steel attitude. It's suicide. You'd do just as well shoving a nuke up your own butt.

True, you need brass goolies and mad skills to play Steel Battalion, but you also need the brain of a clued-in soldier. You can't ignore strategy and tactics if you're to survive and succeed.

This insane level of intensity is so gripping and compelling, that you can't help but relish every moment that you're strapped into Capcom's steely beast. Believe us, you'll be sweating bullets the whole way.



Goodness gracious, great balls of fire! Stick it to 'em with your mighty hot rockets

Try not to be intimidated, they're only guns. On second thoughts, run, run like the wind!

THE HILLS ARE ALIVE WITH THE SOUND OF GUNFIRE

Last month CVG blasted through the Saving Private Ryan-style mission, where you and your VT buddies capture a heavily occupied coastline. This next mission orders you to secure the beach head inland.

Enemy VTs, ground troops and meaty gun emplacements are camped out all over the battlefield. The stormy weather conditions make for poor visibility, so you must pay attention constantly to the multi-monitor map at the top of the screen.

Some ultra-mean VTs are positioned on a cliff top, peppering you and your squad with meaty rockets. It's time to wipe them out.

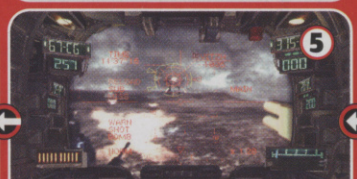
START HERE

1 *An enemy VT is bullying your forces with rocket fire from up on the cliff. You've got to do something, or your buddies are toast*

2 *He's left himself open to an attack on his right flank. Press your 'Zoom In' button and obliterate him with a series of bursts*

3 *You discover a shallow bank on the map and access the enemy stronghold. But the welcoming party aren't very welcoming*

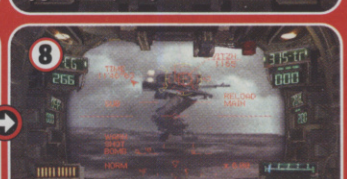
4 *You skip out of the way of the incoming missile, and return fire. A fierce one-on-one fight ensues, and you establish who's boss*



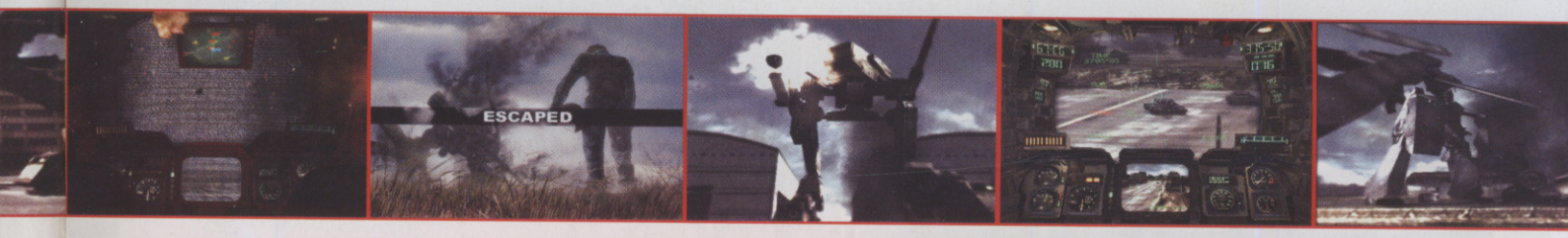
5 *But then another even bigger and badder VT appears out of the mist. And the rain on your windscreen isn't making things easier*

6 *Boom! Before you have time to think you've been thumped with a shot that sends your cockpit electrics haywire*

7 *The 'Extinguisher' button is blinking desperately. Now might be a good time to press it, so you do. Just in time, though*



8 *You get a clear look – your enemy's a big bastard, but slow, so you strafe around him and pump him full of missiles. Cliff top secure!*



NO EXTRA LIVES, NO CONTINUES, NO EXCUSES!

There's more than one way to skin a mech. And in this 'City Penetration' mission, you've got to be smart, super-skilled and quick as a jack rabbit if you're to overpower the enemy.

Your mission is to penetrate and capture a well-guarded area within the city. But getting there won't be easy. In fact, it's going to be frighteningly difficult.

First you've got to cross a river in order to engage the enemy. And the initial decision as to whether you attack via the bridge or the shallow waters up stream is a tough one. Do you risk becoming a sitting duck on the narrow bridge or a slow-moving easy target in the vast shallows? We tried both, and ejected many, many times trying. So many times, in fact, that we were dismissed from our duties. Game Over! Oops.

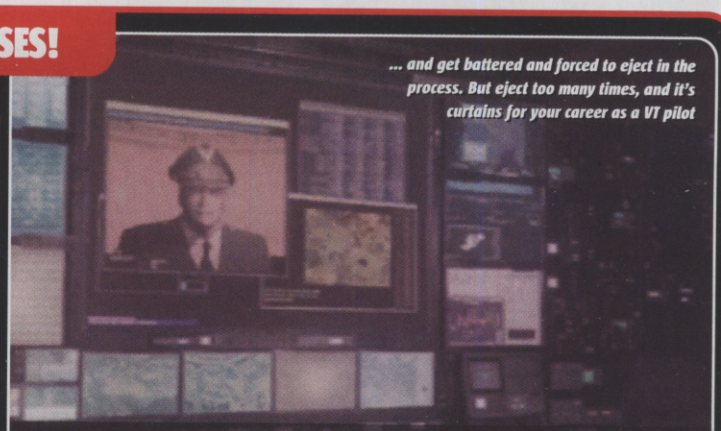
However, that's what Steel Battalion is all about. Even when you're thrown back to square one, you'll want to do it again and again, simply because the action on the battlefield is so edgy, challenging and addictive.

The two main avenues of attack are over the bridge or across the shallow waters

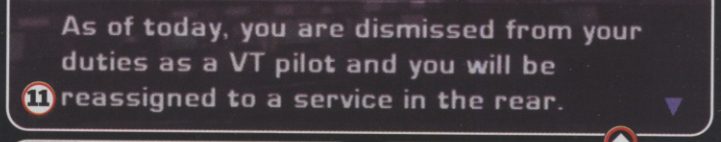
The bridge seems like a good option, so you and your metal-head pals head off towards the crossing

But as you plod across, the bridge comes under attack and collapses into the deep water below. You were too slow!

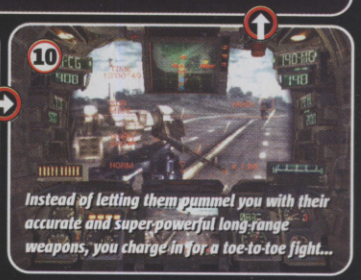
The whole cockpit starts to fizz and malfunction, but the eject button propels you to safety



... and get battered and forced to eject in the process. But eject too many times, and it's curtains for your career as a VT pilot

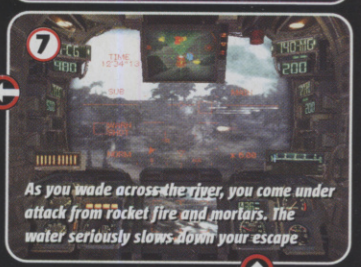


Once you've reached the other side you're met by a squad of hostile VTs, and they're all tougher and better equipped than you



Instead of letting them pummel you with their accurate and super-powerful long-range weapons, you charge in for a toe-to-toe fight...

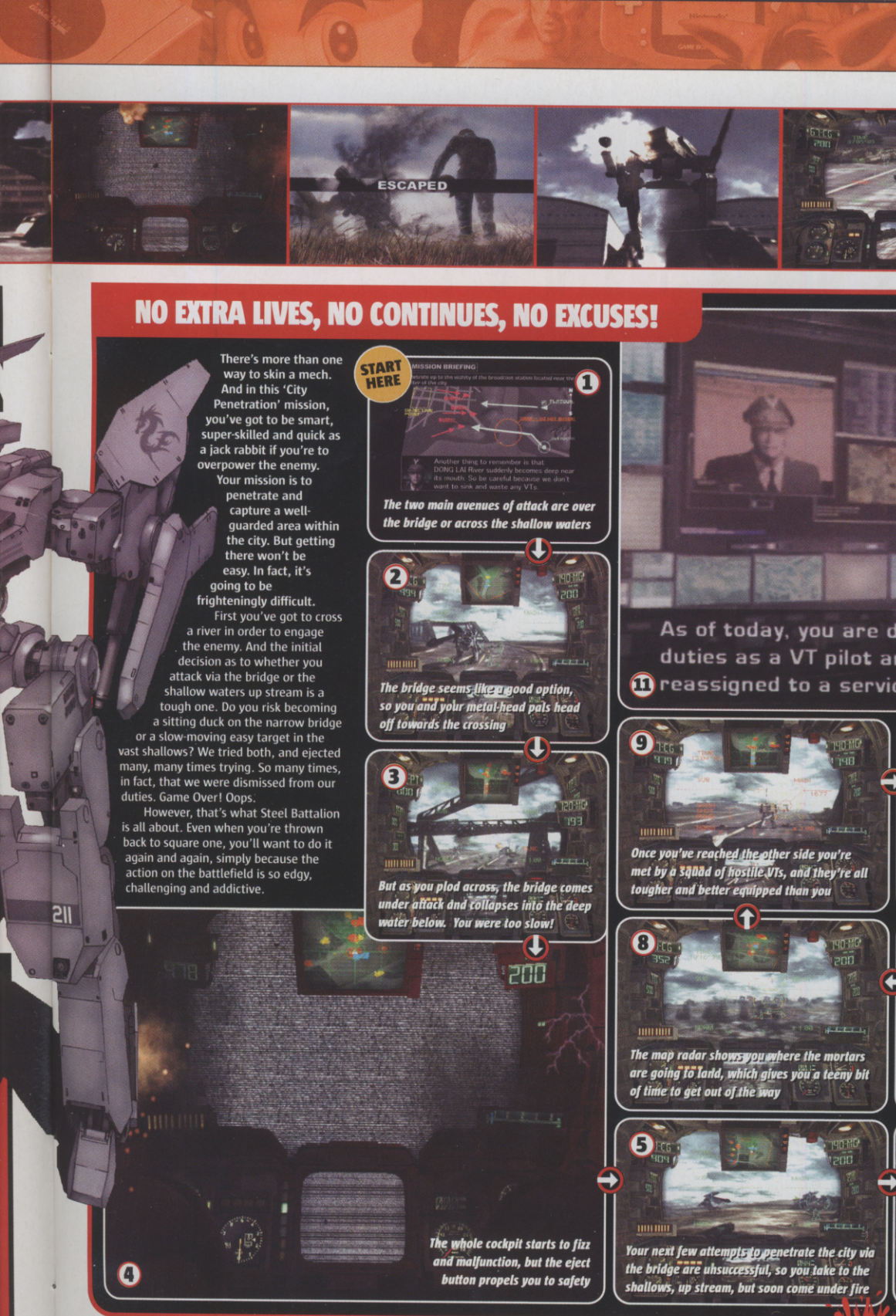
The map radar shows you where the mortars are going to land, which gives you a teeny bit of time to get out of the way

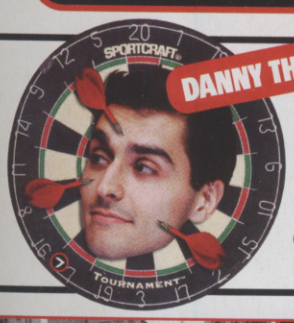


As you wade across the river, you come under attack from rocket fire and mortars. The water seriously slows down your escape

Your next few attempts to penetrate the city via the bridge are unsuccessful, so you take to the shallows, up stream, but soon come under fire

You discover a gun emplacement hidden in a forest





DANNY THE FANNY

Once you've robbed a bank and secured enough cash to buy Steel Battalion, you won't want anyone else touching it. We let our mate Danny on it and told him, "If you get hit even *once*, hammer the eject button, or you'll lose our save game! Got it?" He indicated he'd understood, but faster than you can say "bumbling tit", he'd died, taking our save game with him. Thanks, pal.

Throwing darts at the face of the ex-friend who lost your Steel Battalion save game can help ease the pain

CVG OPINION

This latest playtest reveals just how remorselessly unforgiving and brutal Steel Battalion is. This promises to be one of the best Xbox experiences of 2003. **Mike**

IT'S GOT

- *Buckets of grit and realism*
- *Many ways to tackle each mission*
- *Heaps of unlockable VTs*

IT NEEDS

- *A lower price. £80-100, perhaps?*
- *Less disappointing draw distance*

PUBLISHER
KONAMI
DEVELOPER
KONAMI
OUT: DECEMBER

ONLINE GAMING

IN A NUTSHELL

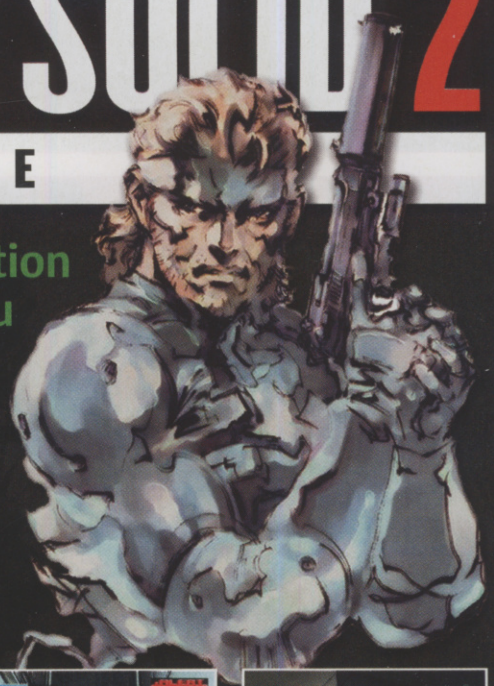
Strap on the bandana of Solid Snake as you sneak your way through one of the twistiest stories in videogame history. It's basically Sons Of Liberty with knobs on, but it's an Xbox debut for Snake.

PS2 & PC TO FOLLOW

WWW.METALGEARSOLID2.DE/SITE/AUSWAHL.HTML

METAL GEAR SOLID 2

SUBSTANCE



One of PlayStation's most famous action heroes is coming to an Xbox near you

Imagine if an Xbox tried to sneak up on you. You'd hear it clunking along a mile off, heavy breathing with its massive fan. Its best bet would be to climb up somewhere high, wait for you to walk underneath, and fall down on top of you. Then, my friends, you would be dead.

It's great at putting stealth on your TV, though. Last month the brilliant Splinter Cell crept into the mag, and now it's getting Metal Gear Solid 2: Substance. Yes, that one. With that big secret.

When Solid Snake farts, you really know about it

It's not just a very late port, however: Substance has a lot more... to it. You thought we were going to say 'substance' again, didn't you? That's what makes us great stealth operatives. We're unpredictable. Konami calls it a stealth game, but it's one part sneaking and one part Hollywood blockbuster. And one part "Look! If you shoot the tree THE LEAVES COME OFF! Every frying pan makes a DIFFERENT sound when I shoot it. Listen."

No game since the PS2 debut of Metal Gear Solid 2 has featured anything like this kind of environmental interactivity. So wipe that cynical sneer off your face now.

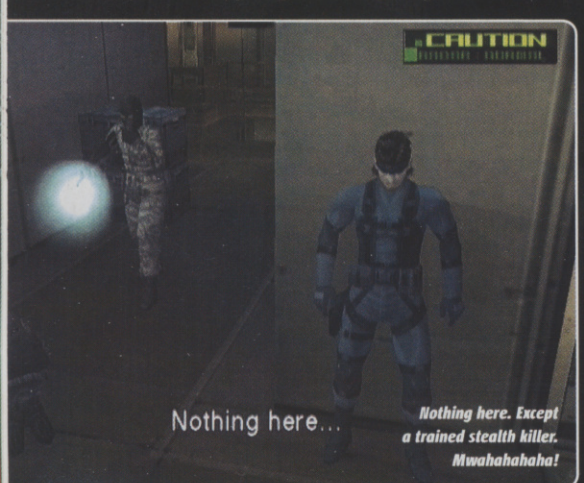
All in all quite a bad time to develop an itchy ass

Lid off the ketchup again

For true cinematic effect, the camera's still fixed. Looks cool

Stash corpses or tranquillised guards in the handy lockers

A spray can? You may find a gun would be more effective



Nothing here. Except a trained stealth killer. Mwahahahaha!

BONUS STAGES

So, the question that needs answering: what exactly is the 'Substance'? Well, essentially this alludes to an enormous truck-load of extra stuff. That means hundreds of alternative missions and a load of VR training exercises. The alternative missions set up a bunch of quirky scenarios in locations from the game, incorporating a selection of characters. The VR stuff has a very cool digital look. And it's all *extremely* difficult.

As it's VR, any guards you bust will simply evaporate

Sharpen up your gun skills with some intensive VR training

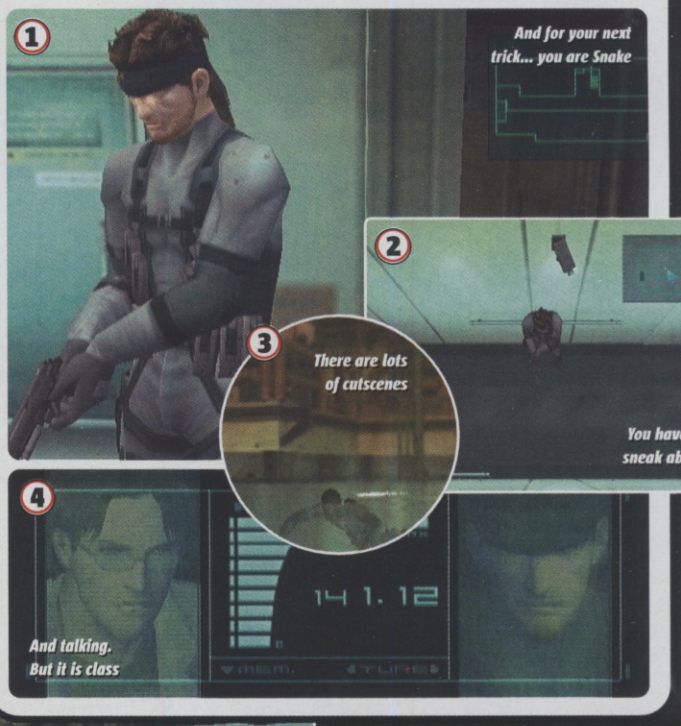
Play as Snake on Big Shell and start hunting for the president

Creep past multiple guards while up against a very strict time limit

Jean Michel Jarre's most intimate concert ever

NEW METAL

We're guessing you know a little bit about MGS2: Sons Of Liberty already. That it came out on PS2 in March 2002? That it sold more copies than the Bible? No? How was outer space, you planet-hopping freak-child? Anyway, here's a very quick rundown in pictures.



The not-so-panoramic view from inside a cardboard box. A bit scary for Snake

This is one of Substance's particularly hardcore stealth moves: lie down and die

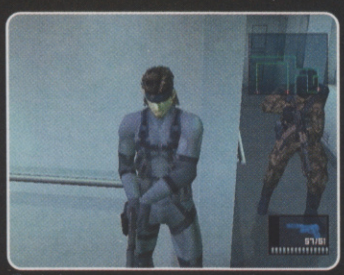
You shoot over the bucket and the ice cubes melt on the bar. Eat that, Splinter Cell

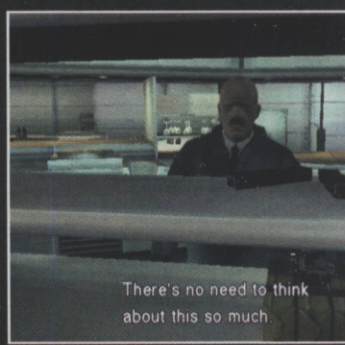
SNAKE MEAT

We'll get to the Substance bit in a sec, but the main meat of the games remains the Sons Of Liberty episode. Using all your guile (and every button on the Xbox pad) you have to resolve a president's kidnapping on an offshore facility called Big Shell. The camera is fixed for cinematic effect, so there's no panning out and cheating. If you want to see around, flip into first-person mode and take a look.

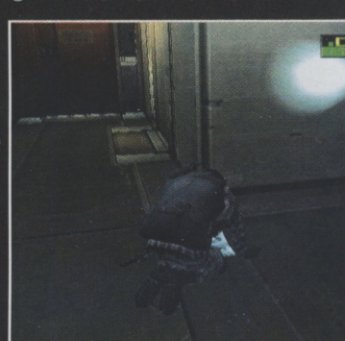
If it's killing people you want, be quiet. Oh, and probably best to stash the corpse somewhere or the next patrolling guard will find it. Weapon-wise you'll variously lay your hands on sniper rifles, machine guns, rocket launchers and fly-by-wire missiles. You'll wear disguises, drop porno mags to distract guards, meet a ninja, diffuse bombs and fight mental boss characters and a battalion of giant stomping mech things.

When the assault teams arrive on the scene, you know you're in really deep trouble


Grin and bear that tickly nose: sneeze now, and you're rumbled. And Snake CAN catch a cold



He's wrong. Linger and you'll get shot to bits


Here's a tactic: drop a dirty magazine, and in next to no time the guards get into it

CVG TRANSLATOR

- **They say:** *"These missions have allowed Kojima-san and his team to further extend the stunning realism of the Metal Gear franchise's graphics"*
- **We say:** You what? The graphics are IDENTICAL to the PS2 version's. Except the game slows down a bit when the rain's falling, but that's not 'extended realism'.

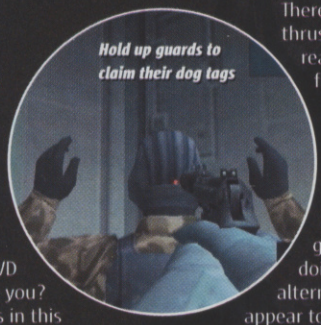
What do you reckon? Is she dead as a door knob or just sleeping? Still illegal, either way

Sounds class doesn't it, Mr Xbox Man? PS2 owners know all this already. But they don't know about the extra stuff for Substance.

MORE METAL, NEW GEAR

Some people moaned that the PS2 game was too brief. But a story takes as long as it takes, right? You're not going to put in another half-hour and spin it out into some silly four-DVD collectors edition, are you?

Point is, the extras in this game give more gameplay. Hundreds of mini VR missions in which to polish your stealth skills and battle for high scores. Weapons training exercises. The tricks of killing quietly. All of these are done in class VR arenas that look like they're made of neon Lego.

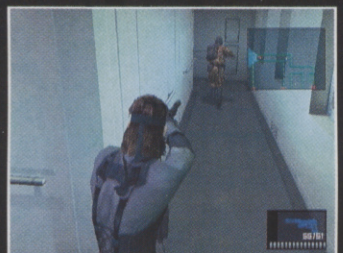


Hold up guards to claim their dog tags

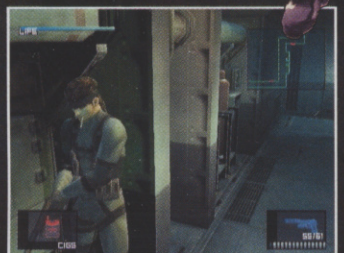
There are also extras that thrust you into the realistic environments from the game.

Five new Snake Tales set mini missions for Solid Snake on Big Shell. They're similar to missions in the main game, but still worth doing. There are also alternative missions that appear to take place in the real world. Except that when you nail a guard, the polygons flicker away to leave nothing. It's a neat effect.

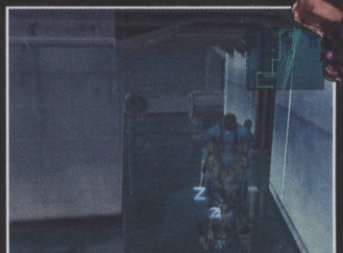
The power of Xbox means terrorists look just the same as they do on PS2. Oh



These walls are too plain so target the soldier and decorate with his still-warm blood

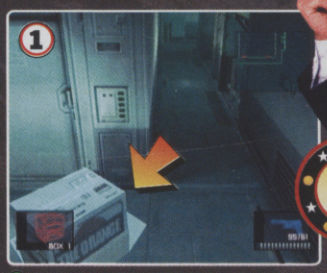


Snake is the role model that all parents have been looking for. Kill, steal, smoke...

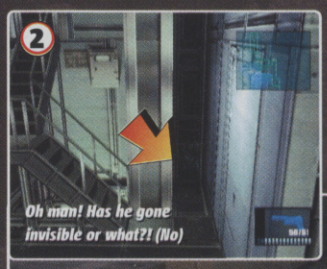


It's best to dispose of any prone guards before they get spotted. If you can...

FIND THE SNAKE!

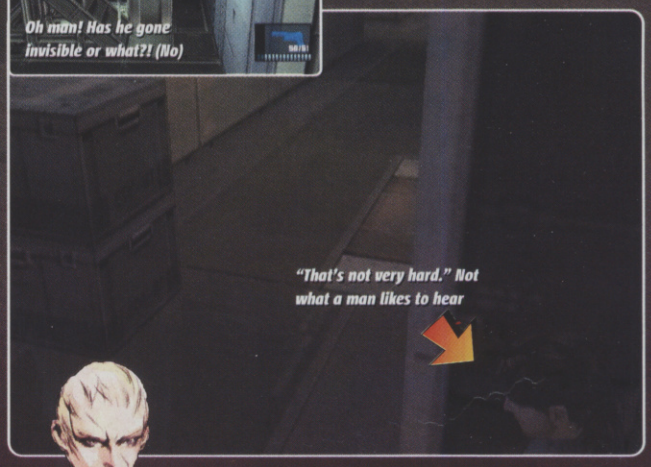


Bit of a clue provided on screen here

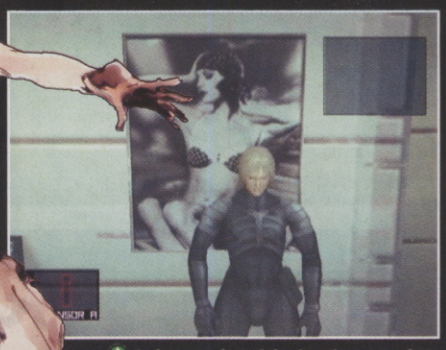


Oh man! Has he gone invisible or what?! (No)

Substance is basically a game of hide and seek, and CVG has the power to take you into the heart of the action. If you look at the three pictures below, you'll see a Solid Snake hiding in each one. Go on, have a look. Ha ha! See how well we hid? No wonder the guards couldn't find us! If you can spot all three Snakes, you win... nothing.



"That's not very hard." Not what a man likes to hear



Trainspotter fact of the day: the posters have changed from the ones in the PS2 version. Ah

It's the only time Snake's going to get between Olga's Russian legs

Only with the power of Xbox, right? Not exactly. The visuals seem to be identical to the PS2 version's. That was a lovely-looking game a year ago, but since then we've had the bright fairy lights of Splinter Cell. It also remains to be seen if gamers will think there's enough that's new if they've already played Metal Gear 2. Would you buy your favourite movie on DVD for masses of new extras? You'll read CVG's verdict first next month.

CVG OPINION

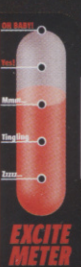
It's always exciting when a great appears on a new console. But we have this feeling Substance won't be substantial enough for previous visitors. **Dean**

IT'S GOT

- Amazing interactive environments
- Inventive set pieces
- A wicked sense of fun

IT NEEDS

- Obvious graphical difference
- A clearer plot
- Rose to shut up



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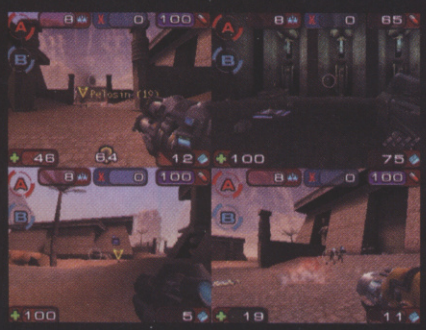
www.unrealchampionship.com



Worthy opponent or moving target?

ONLY ON XBOX

BEST OF E3 2002

EDITORS' CHOICE 2002 TOP GAMES

XBOX LIVE ONLINE ENABLED

EPIC GAMES

DIGITAL EXTREMES

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PUBLISHER VU GAMES/EA
DEVELOPER WARTHOG
OUT MARCH
GAMECUBE PS2 PC
ONLINE GAMING
WWW.WWW.HUNTTHEMDOWN.COM

MACE GRIFFIN BOUNTY HUNTER

Sci-fi revenge saga. Framed and jailed for a crime he didn't commit, ex-Ranger Mace joins the Guild of Bounty Hunters, uncovering a plot threatening all living beings.

This is a story-driven action adventure with the emphasis on finishing missions to develop the plot. Its most distinctive feature, the way it switches between FPS and space shooter action, seems promising, seamlessly splicing missions together. Be warned, though, that while you spend more time on foot, you will have to master the arcadey cockpit sections to progress.

Luckily, learning to dock isn't too tough

CVG OPINION Too early to tell if the story line is well executed. Wants to be the next Half-Life but Half-Life 2 might have something to say about that. **Pete**

IT'S GOT
- Varied gameplay
- Promising story line
- Well-conceived universe

IT NEEDS
- Lots of polish
- Multiplayer (sequel will have it)
- Jango Fett or Johnny Alpha

ON RARY! Yes! Mmm... Tingling Zzzz... GAMES EXCITE METER

PUBLISHER AND DEVELOPER NOVALOGIC
OUT FEB (PC) LATE 2003 (PS2, XBOX)
XBOX PS2
ONLINE GAMING x50
WWW.NOVALOGIC.COM/GAMES/DFBHD/

DELTA FORCE — BLACK HAWK DOWN

First-person war sim based on the real-life events of Operation Restore Hope and the Task Force Ranger campaigns in Somalia. The visuals are stunning and the rolling landscapes and grimy shanty towns feel like real places as you storm through Mogadishu on the trail of Somali warlords.

It looks like it'll have a good balance of seriousness and shooting 'fun', as well as copious multiplayer games for up to 50 players.

Gun turret mayhem as you wreck the already dishevelled town

CVG OPINION War sims make us nervous but this should be a great shooter and companion to the book and movie accounts of the grizzly real-life events. **Lee**

IT'S GOT
- Fantastic visuals
- Teams of specialists working on game to ensure accuracy

IT NEEDS
- Not to trivialise the real-life mission in which 18 soldiers died
- General tidying and tweaking

ON RARY! Yes! Mmm... Tingling Zzzz... GAMES EXCITE METER

Pokémon RUBY & SAPPHIRE

PUBLISHER NINTENDO
DEVELOPER GAME FREAK/NINTENDO
OUT EARLY 2003
ONLINE GAMING x4

IN A NUTSHELL

The most talked about thing on GBA, it could help sell 100 times more GBAs and bring about another revival of Pokémania on a colossal scale. A must for anyone who's been hooked before, and the perfect introduction for wary newcomers.

GAME BOY ADVANCE

WWW.POKEMON.COM

Our Japanese copies of Pokémon Ruby and Sapphire arrived this month, and we've been playing them through with a friend who can tell us exactly what's going on.

Since we're not selfish, we'll tell you what we've learned. There's quite a bit to get through so let's get started...

WHAT DID YOU CALL ME?

Since the last time we wrote about GBA Pokémon, some of the names for the Pokémon have changed. Many names are cleverly devised to hint at their characteristics, so the names given to them in Japan, where Pokémon is created, don't always make sense to us here. Mudkip is the American name for starter Pokémon Mizugorou. In Japan Mizu means 'water', so that was the clue. Now it's called Mudkip, we have a better idea of where this Pokémon likes to hang out.

① TREECKO Since it looks so much like a gecko, and probably lives in trees...
② MUDKIP Hmm... this name is not so clever. It's too much like mudskipper, don't you think?
③ TORCHIC A little chick that can torch things, get it? The cutest fire-type Pokémon yet

BORN TO LIVE THE ROLE

You feel that little bit special from the off in Ruby and Sapphire. Turns out your father is a famous Pokémon gym leader, from Toka Town. You're a natural, respected by so many people. Your Mum even says, "You look great with Pokémon!" We guess this means you've a lot to live up to. It certainly gives your new rival a reason to test your skills each time you meet. Remember, you chose to play as a boy or girl from the beginning and your rival is then the opposite sex. It doesn't seem to affect what's said, though.

Who will you choose to fight Team Magma?

Your Dad owns this gym in Toka Town...

...so you won't be fighting here just yet. Be patient!

THEY ALL WANT TO FIGHT!

We've met a few familiar faces on our travels around the new region of Houen, and of course some new ones. There's Kid, Miniskirt girl and Bug Catcher from previous games. But you're more interested in the newcomers, in the guise of Indoors girl, Hillbilly and Rich Kid. They offer a tougher challenge but higher rewards too – especially Rich Kid, who gives you loads of money to squander at the Pokémon Centre.

Rich Kid is so loaded he wears a suit while hunting

We can't recall Hillbilly's Pokémon. We just killed them!

Yay! Miniskirt girl is back. Small Pokémon like her a lot

THE FIRST GYM BATTLE!

The first gym you come to is in Toka Town, owned by your Dad, who sends you away to get stronger. So the first actual Gym Battle takes place in Tsutsuji Town, against a girl called Kanazumi. She uses Geodude and a new Pokémon called Nozpass – both rock types, who are easily destroyed by a grass or water type. We trained up our seagull-like Kyamomeh Pokémon to earn the Stone Badge.

Outside the gym in Tsutsuji (Hibiscus) Town

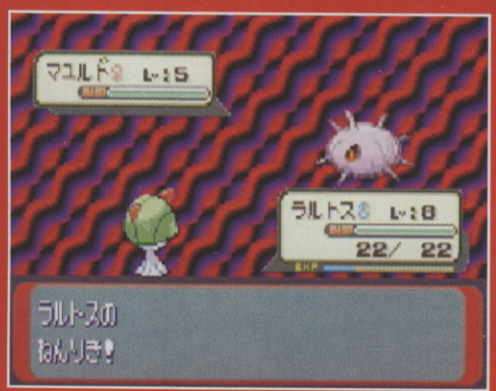
Snappily attired gym leader Kanazumi

This Nozpass has a devastating rock attack!

We got the Stone Badge in the end. Phew!

POKÉMON BATTLING, GBA STYLE

In four-way Pokémon battles, instead of simply assessing your Pokémon's abilities, you have a four-way crossfire to take care of. For example, your friend may be using one of his Pokémon to heal its partner, so you'll need to take care of that one first. Knowing this, your friend will be waiting for you to waste an attack in order to sneak a free hit. But of course, you're using that Pokémon as bait... get it?



Look at this swirling effect! Psychic Pokémon are even cooler now

Choose your target then unleash the best Pokémon technique

The animations are improved, though not a lot, to be honest

THE LITTLE THINGS

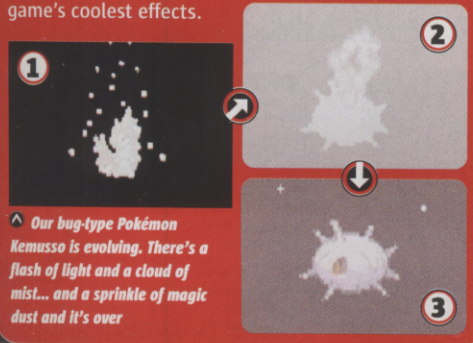
In addition to all the cute Pokémon scattered everywhere, there are lots of other tiny things to keep you amused.

See your reflection in water and leave ripples in puddles

Leave footprints in the sand when you walk on the beach

EVOLUTION GBA-STYLE

Look at what happened when our Level 7 Kemusso evolved into a Mayuldo! Definitely one of the game's coolest effects.



Our bug-type Pokémon Kemusso is evolving. There's a flash of light and a cloud of mist... and a sprinkle of magic dust and it's over

ZIGUZAGURRR... PUCHENNYA... KEMUSSSSOOOO...!

Look at some of the first few Pokémon we caught and their beautiful, tongue-twisting names. Not just cute, they're a really funny bunch. In fact, we forgot how crazy these Pokémon biographies usually are! Here's a taster...

ZIGZAGMA (NORMAL POKÉMON):
Always zigzagging around in search of new things, Zigzagma is a very curious Pokémon. Maybe he can sniff out some secrets for you...?

POCHIENA (NORMAL POKÉMON):
Bites anything that moves and chases its prey all over the place to make them tired. But gets frightened very easily if counterattacked

KEMUSSO (GRASS POKÉMON):
Uses the sting in its tail to peel the bark off trees, so it can drink the sap. The suckers on a Kemusso's feet prevent it from slipping

LARUTOS (EMOTIONAL POKÉMON):
The horn on its head senses people's feelings. Larutos won't appear unless it senses a person has positive feelings, so it's quite rare

CVG OPINION

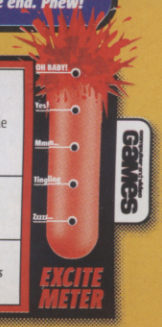
We like all the additions, and we're glad the basic formula hasn't changed. It's still simple to play, but with more to get stuck into over time. **Paul**

IT'S GOT

- New ways to enjoy trading
- New enhancement methods
- Really cool new Pokémon

IT NEEDS

- Three friends to link up with!
- A clever mind to make potions
- All of your time to play it...



MORTAL KOMBAT DEADLY ALLIANCE

PUBLISHER MIDWAY
DEVELOPER MIDWAY
OUT FEBRUARY 14

ONLINE GAMING

IN A NUTSHELL

Gory, early Nineties fighting classic gets a next generation update. The story sees two sorcerers organising a duelling tournament in the ultimate quest for immortality, with plenty of fighting styles to choose.

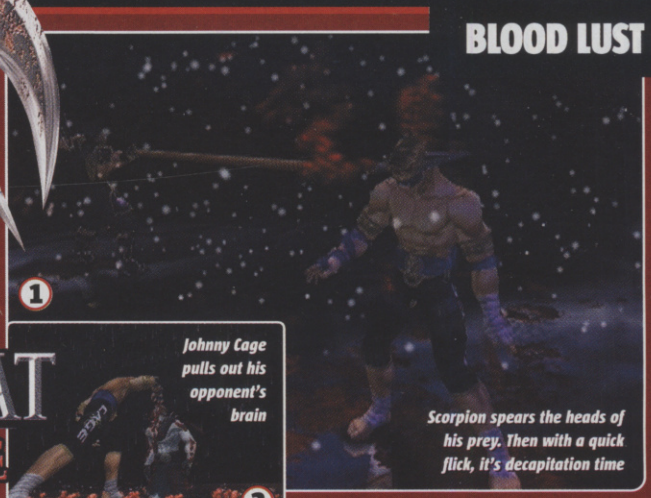
GAMECUBE XBOX GBA

WWW.MIDWAY.COM

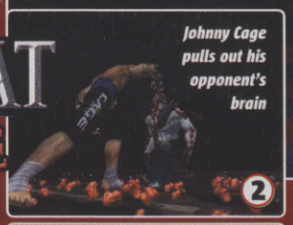
UPDATE!

Johnny's weapon, the Nunchaku, is perfect for rapid attacks

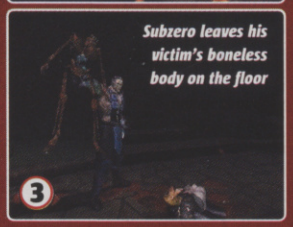
BLOOD LUST



1 Scorpion spears the heads of his prey. Then with a quick flick, it's decapitation time



2 Johnny Cage pulls out his opponent's brain



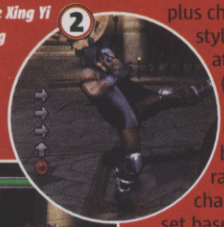
3 Subzero leaves his victim's boneless body on the floor

The best-loved element of the Mortal Kombat series has always been the gore. Ever since the first MK game hit the arcades in 1992, players have been maiming and mutilating each other with the only repercussions being bruised egos.

Thankfully, unlike the Super Nintendo version of the original, there's no green blood to satisfy the censors. This time the claret flows from every natural orifice, as well as from new openings created by some of the nasty weapons on offer. The fatalities performed at the end of the final round are as gruesome as ever. Each character has at least one of these ghastly death moves, some of which are brand new. And they hurt.

DEEPER AND DOWN

1 Press Up and Circle in the Xing Yi style for a headache-inducing high kick. That's gotta hurt



2 In the Aik style, he does a stabbing kick to the chest

3 But with the swords, he slashes at the face

Ultimately, the problem with MK's previous incarnations was the lack of depth: once the novelty of the graphics and gore wore off, the fighting system was too simple for most expert players.

Now, this problem has been rectified by giving each of the 20-plus characters three fighting styles. You can change styles at any time during the fight (even in midair and mid-combo) by pressing L1. Certain styles will be better for long- or short-range attacks, and each character will have a move set based on weapons.

You can even permanently stick your weapon into your foe's body and battle him with your two remaining fighting styles while your weapon drains his energy. Each character will also have seven or eight hidden moves to be unlocked as the game progresses.

WE WANT MORE

Deadly Alliance has more than the usual Arcade mode to keep you playing. The Konquest mode is a form of Story mode, where you win Kredits with each victory. The money kan then be taken to the Krypt and exchanged for new moves, new fighters and DVD-style extras. But you kan easily waste the kash you earn on useless kontent, so you'll have to be kareful. Kripes!

The Test Your Might! mini-game is back

This big ol' Bertha will vomit on you if you get too close. Time for another trip to the dry cleaners

A super-fast kick and a shower of blood later, and Li Mei's enemy is no more

CVG OPINION The developers seem to have put their hearts and souls into creating a game worthy of the MK title, so it could be the series' best yet. **Jimmy**

IT'S GOT
- Deep fighting system
- Great graphics
- Loads of gore

IT NEEDS
- More three-dimensional fights
- More aggressive enemies
- An 18 certificate!

PUBLISHER ACCLAIM
DEVELOPER ACCLAIM SALT LAKE CITY
OUT FEBRUARY

ONLINE GAMING x4

XBOX GAMECUBE GBA

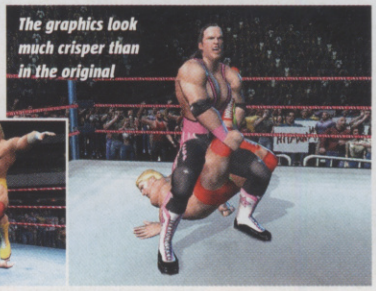
WWW.ACCLAIM.COM

LEGENDS OF WRESTLING II

The original Legends Of Wrestling was a throwback to the '80s and '90s heyday of sports entertainment. This sequel promises more badly dressed brawling, grappling with a new career mode that sees you bring a wrestler through the ranks across the United States and the world.

The graphics have been given a hefty overhaul, with new dynamic cloth and hair technology that lets you see the exact size of Hulk Hogan's packet in those super-stretch trunks. Lovely.

Hulk's new-found love of morris dancing

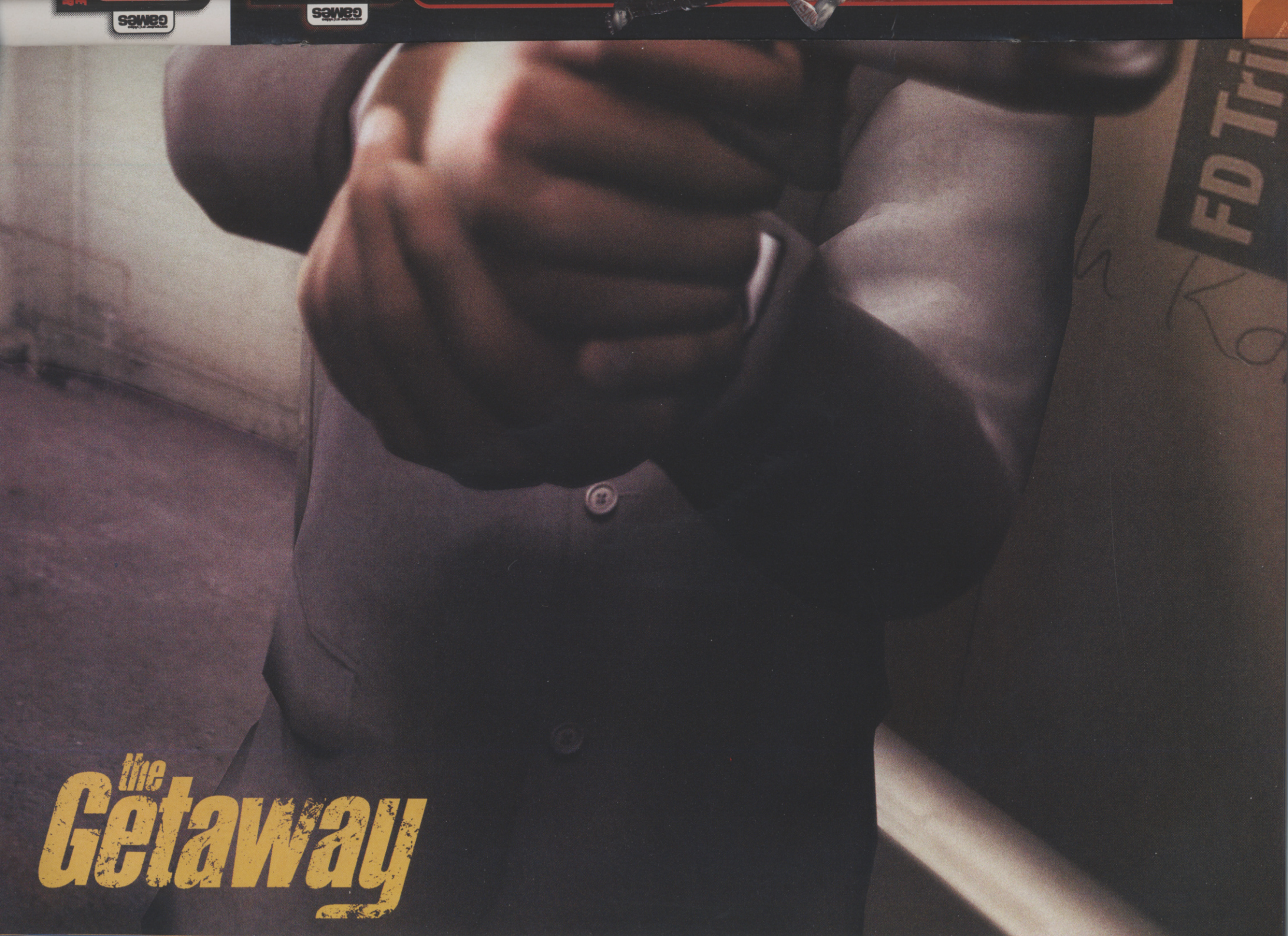


The graphics look much crisper than in the original

CVG OPINION The original scored 7/10 and, despite some obvious improvements, we don't think Smackdown! 4 has any cause for concern. **Jimmy**

IT'S GOT
- New story mode
- All the old wrestling stars
- Pick-up-and-play game mechanics

IT NEEDS
- The chance to pitch modern brawlers against the old stars
- More fluidity than the original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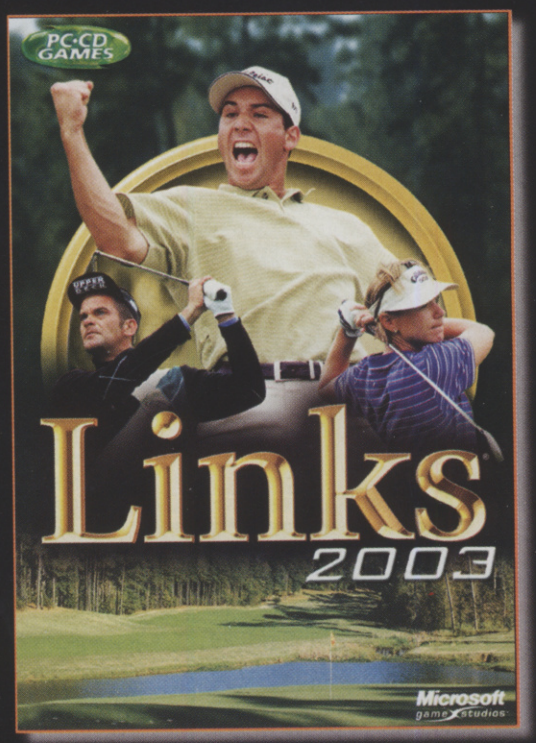

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UNREAL II

■ PUBLISHER
INFOGRAMES
■ DEVELOPER
LEGEND ENTERTAINMENT
■ OUT: JANUARY

ONLINE GAMING

IN A NUTSHELL

The game that introduced fantastically colourful graphics to first-person shooters is back. This time there's a well-developed intergalactic story line and plenty of variety to the action.

PC CD ROM

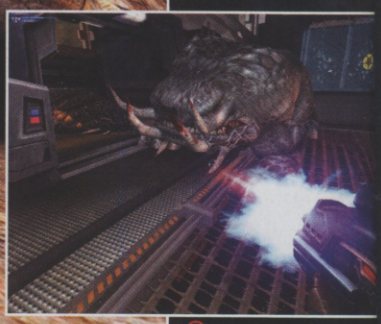
WWW.UNREAL2.COM

It hasn't been a bad 12 months for PC first-person shooters, but there hasn't been a title to really push the genre to a whole new level, as Half-Life did some years ago. One that takes giant strides forward in depth and originality and makes everything else look like a chimp's garbled drawings. Until now.

You'll be too busy shooting to admire the view

It's not all blasting, though. You'll need a tactical brain too

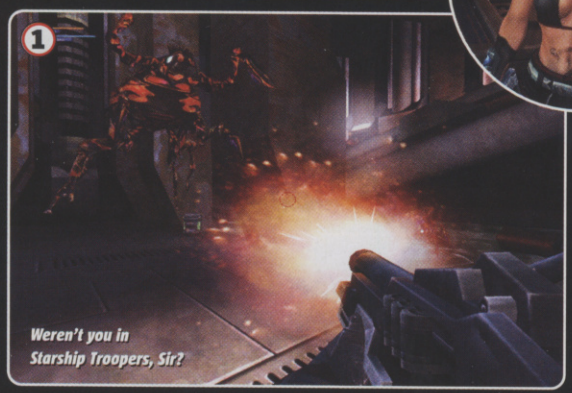
Alex: "What's he called?" Mark: "Sir!"



You can never find a Ripper when you need one, eh?

GUN WHORE!

Unreal II is a game at the heart of which is a load of very cool weapons – that's what it's all about. Maybe you've grown bored of your average common-or-garden flame-thrower? Well then, scatter some napalm and use it as a fuse to set traps. And you want to really scare the crap out of those guards, right? Shoot a nest of spider eggs at them and watch them run around screaming as the nasty eight-legged critters swarm over their bodies. Pure genius.



Weren't you in Starship Troopers, Sir?

You can burn it, shock it, poison it and fill it full of lead

Does your mother know what you do for a living, young, er, man-thing?

PRETTY OCCUPIED

First off, Unreal II looks amazing. It may not match Doom III's photo-realism, but it's certainly more colourful. The first Unreal was a pin-up beauty in its day too, though, and that didn't stop it from being slightly lacking on the content side. No fear of that happening again.

You travel from one alien-filled gorgeous planet to another, doing such diverse tasks as infiltrating bases, clearing ships of giant bugs, chatting to other characters and leading a team as you defend a base. It's like Halo, Half-Life and Aliens Vs Predator 2 all rolled into one. And it's going to blow you away. CVG

CVG FACT

Halfway through development Legend chose to drop the multiplayer. But hey, that's what Unreal Tournament 2003 is there for.

Navel-gazing at a moment like this? He must be a Popstars contender

See, even aliens need to top up their tans from time to time

Gulp! It's one of those Cameron/Aliens style brown trouser moments

CVG OPINION

The deep story, variety of missions and freedom, not to mention fantastic weapons, should make this the best PC shooter yet. **Mark**

IT'S GOT

- Great diversity of gameplay
- Stunning graphics
- Best weapons ever

IT NEEDS

- To work on the average person's PC
- A more original story

INCOMING OVERLOAD!

SO MANY GAMES HAVE LANDED ON THE CVG DOORSTEP THAT WE CAN'T FIT 'EM ALL IN

■ PLAYERS 1 ■ FORMAT PC, XBOX, PS2
■ ONLINE GAMING NO ■ PUBLISHER VIVENDI UNIVERSAL
■ DEVELOPER BLUE TONGUE SOFTWARE
■ OUT MARCH ■ WWW.BLUETONGUE.COM/GAMES

JURASSIC PARK: OPERATION GENESIS

This is exactly the kind of thing you don't want happening at your park

It's the game that lets you build your own theme park disaster-in-waiting.

Unusually for a simulation-style game, the missions are more arcadey in feel and range from tranquillising rampaging dinos to building enough attractions to please the visitors. It's all in 3D, too, so expect good things.

■ PLAYERS 1 ■ FORMAT PS2
■ ONLINE GAMING NO
■ PUBLISHER SONY ■ DEVELOPER SEGA
■ OUT FEB ■ WWW. U-GA.COM/JP/GAMES/SP5

SPACE CHANNEL 5.2

Space Michael returns, possibly with special baby-dangling move

It's been out ages in Japan, but we will have to wait a little longer still to get our hands on Ulala's second rhythm-action adventure.

It plays almost identically to the first Space Channel offering, but is tougher right from the start and the timing has been improved to make your button presses more responsive. Here's hoping it will be a budget release.

■ PLAYERS 1 ■ FORMAT GC, PS2, XBOX, GBA ■ ONLINE GAMING NO ■ PUBLISHER MIDWAY
■ DEVELOPER MIDWAY ■ OUT MARCH ■ WWW. MIDWAY.COM/FUTURETENSE_CS/FLASH/MUTO/INDEX.HTML

DR MUTO

It seems we have another crazy videogames character on our hands.

Dr Muto is a scientist whose mad experiments have destroyed all life on his home planet. What's a guy to do, eh?

Embark on a 22-level action-adventure to harvest resources from four other worlds, of course! This enables him to splice alien DNA with his own and morph into six different creatures. Cool!

He may be clever, but he sure is ugly too

■ PLAYERS 1 ■ FORMAT PS2, XBOX, GC ■ ONLINE GAMING NO ■ PUBLISHER UBI SOFT
■ DEVELOPER UBI SOFT ■ OUT: MARCH ■ WWW. HOODLUMSWORLD.COM

RAYMAN 3: HOODLUM PANIC

A huge game, Hoodlum Panic will feature five cool moves to help you guide the limbless wonder Rayman through a whole 44 levels plus mini-games.

The first of these special moves lets you break through walls and locked doors with the Power Fist, the second has you flying with the Super Helicopter and with the third, the Grapple move, you use a chain attached to a wolf trap to swing through the air.

Rayman swings to cross obstacles like never before with his new chain fist powers

Witness Rayman's grappling power

Then there's the rocket-powered Sniper Fist and the Tornado, which makes everything Rayman shoots spin down to the ground. Will hopefully be smokin' stuff.

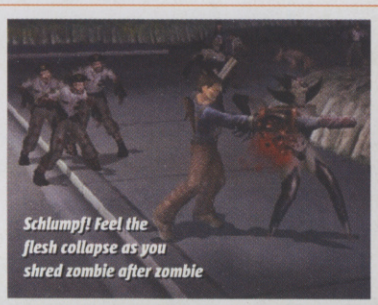
The lushest-looking Rayman yet?

■ PLAYERS 1 ■ FORMAT PS2, XBOX ■ ONLINE GAMING NO ■ PUBLISHER THQ
■ DEVELOPER VIS ■ OUT FEB/MARCH ■ WWW.THQ.COM/GAMES

EVIL DEAD: A FISTFUL OF BROOMSTICK

THQ's press material for this gory action title screams: "With full enemy dismemberment!"

Great, but let's hope there's a good game in there too. From what we've seen, this is basically State Of Emergency with the undead, which is a good or bad thing depending on how much depth you want in your games.



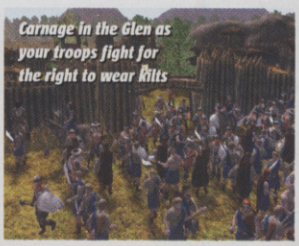
Schlumpf! Feel the flesh collapse as you shred zombie after zombie

■ PLAYERS 1 ■ FORMAT PC
■ ONLINE GAMING NO
■ PUBLISHER NOVALOGIC ■ DEVELOPER DATABECKER
■ OUT FEB ■ WWW.HIGHLANDWARRIORS.COM

HIGHLAND WARRIORS

If you're hungry for a stodgy slice of real-time strategy pie to tide you over until C&C: Generals, this Scottish strategy sim could well be your plate of steaming haggis.

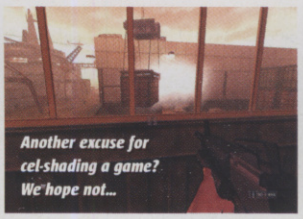
Educate peasants, train troops, build fortresses and wage war against rival highland tribes. Let's hope the soundtrack doesn't feature bagpipes.



Carnage in the Glen as your troops fight for the right to wear kilts

■ PLAYERS 4 ■ FORMAT PC, XBOX, PS2, GC
■ ONLINE GAMING NO
■ PUBLISHER UBI SOFT ■ DEVELOPER UBI SOFT
■ OUT AUTUMN ■ WWW.UBI.COM/UK

XIII



Another excuse for cel-shading a game? We hope not...

The number may be unlucky for some, but not for Jean Van Hamme, whose Thirteen comics are being turned into a cel-shaded first-person shooter with a 'funky streak'.

Using the Unreal Engine, the hero, XIII, must battle through 37 missions based on the story of the first five comics. Also featured is the unique Cover Me multiplayer mode, in which a sniper must cover a player trying to capture a flag. Looking very nice so far.

■ PLAYERS 1 ■ FORMAT PC
■ ONLINE GAMING NO
■ PUBLISHER EA ■ DEVELOPER MAXIS
■ OUT JAN ■ HTTP://SIMCITY.EA.COM

SIM CITY 4

The latest Sim City game promises to give players the ultimate freedom to become god-like town-planning geniuses. It seems like it'll be business as usual for this sequel, but with yet more detail and more emphasis on looking after your citizens' needs than before. It might be old rope, but at least it's shiny rope.

Build your Sims a fairground and they'll forgive your tax hikes, probably

■ PLAYERS 1 ■ FORMAT PS1, XBOX, PC, GC
■ ONLINE GAMING NO
■ PUBLISHER SCI GAMES ■ DEVELOPER PIVOTAL
■ OUT MAY ■ WWW. SCI.CO.UK/GAMES/

THE GREAT ESCAPE

Good likeness of the back of Steve McQueen's head

It may seem like a strange movie to turn into a game, but that's exactly what SCi is doing with the 1963 classic. Expect more where this is coming from, as the publisher is buying up old movie licences across the board.

For now, though, you'll have to make do with The Great Escape's mix of varied locations (including POW camps and a mountaintop castle), old-fashioned vehicles and stealthy controls. Film and game geeks unite!

CHALLENGE CVG

(WHOEVER YOU ARE, WHEREVER YOU ARE) WRITE IN AND CHALLENGE US ON THE GAME OF YOUR CHOICE. WE'LL INVITE YOU DOWN TO OUR OFFICE AND MAKE YOU WISH YOU'D NEVER BEEN BORN!

GO HOME! YOU MAY AS WELL, GO HOME! YOU MAY AS WELL, GO HOME! YOU MAY AS WELL...

After two months of lacklustre challenges from CVG readers, we decided to go bully our office companions: PC ZONE.

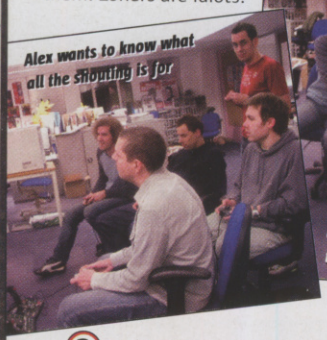
Yes, we're still searching for a worthy test from somewhere. In the meantime, we needed a fair fight to keep us sharp. The ZONE boys, or 'Zoners' as they prefer to be called, live and breathe PC games. That's why we're always laughing at them behind their backs. Well you would wouldn't you...

Waiting for the Zoners to set up all the options took an hour

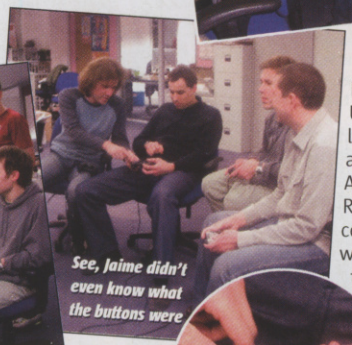
Dragging Zoners from their PCs is cruel but it had to be done

1 WE HATE ZONERS AND WE HATE ZONERS

So we walked over to the Zoners and said, "Oi, FIFA, now!" We felt pretty bad because the lads – Jamie Sefton and Richie Shoemaker – were in the middle of a Half-Life deathmatch. First to 300 kills. Both of these boys know what a PS2 is, however. Jamie especially, since he used to work on PlayNation. Anyway, we knew we could beat them. Zoners are idiots.



Alex wants to know what all the shouting is for



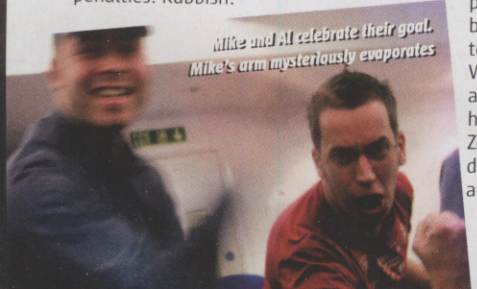
See, Jaime didn't even know what the buttons were

2 ROUND ONE: BRING ON THE CLOWNS

Not only are we the best players in the UK, we also have the best excuses for losing. The very best. First of all, Jaime and Paul were shocked to have their Arsenal squad challenged by Jamie and Richie's Leeds Utd. Then Jamie and Paul couldn't figure out which player they were, because Jaime had a dark green triangle and Paul's was dark blue. On the rubbish Zoner telly you couldn't tell the difference. At one stage Viduka got sent off (for Leeds) and definitely deserved it. But Leeds really shouldn't have won 4-0. We was unlucky.

3 ROUND TWO: NOT FAIR!

Jaime and Paul were ousted by Alex and Mike. They'd arrived to teach the Zoners a lesson. Zoners aren't good learners. While Alex was trying to explain how to do cool things, Jamie Sefton got a cheap goal with Alan Smith. Started singing, "Alan Smith, Alan Smith, gets the ball and scores a goal, A-a-alan Smith" which doesn't rhyme at all. Arsenal won a penalty when Vieira was tripped by A-a-alan Smith, and Henry scored. In the second half, Smithy got another, but the Gunners got an immediate equaliser – such is the nature of FIFA. When Kewell scored for Leeds with a header in the 89th minute, it seemed to be the end. But another dirty foul in the 90th minute allowed Henry to level things up. The Zoners won on penalties. Rubbish.



Mike and Al celebrate their goal. Mike's arm mysteriously evaporates

The Zoners were so lucky, we just had to laugh

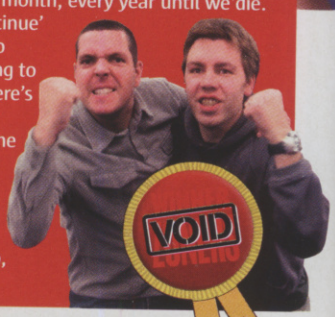
4 ROUND THREE

We didn't get to play Round Three because we needed to get back to work. Would have been a dose of pure humiliation for the Zoners though, definitely. We was all unlucky.

Jamie Sefton smacks his face to wake himself up. Richie fights off sleep

SMOULDERING CVG

You see, CVG was born to play. We live to play. We play all day, all week, every month, every year until we die. Then we'll choose 'continue' and carry on. There's no stopping us! We're going to be the best forever! There's simply no point in your daring to believe that the CVG can be brought down! But maybe you have to answer the voices in your head telling you to do it. If so, fill in the form below.



COME ON! HAVE IT!

You think you're pretty good, right? You think you could just walk into our office and beat us on any game you could name, make us cry? You really think so? Well, come on then! Let's see if you're good for the challenge! Write and tell us which game you think will bring us to our knees, and we'll invite you to our office for a showdown. You versus CVG: think you can handle it? Fill in the form!

HELLO, MY NAME IS .....

BUT YOU MUST CALL ME ..... [nickname]

AND I'M ..... [age]

I AM THE BEST AT ..... [game name]

MY ADDRESS IS .....

.....

DAYTIME TELEPHONE NO .....

EVENING TELEPHONE NO .....

EMAIL .....

Send to: CVG Reader Challenge, CVG magazine, Dennis Publishing, 30 Cleveland Street, London W1T 4JD

PlayStation.2
THE THIRD PLACE

GET THE MOST OUT OF THE GAMES YOU'VE GOT

EXTENDED PLAY

Keep on bailing your BMX in Mat Hoffman's? Can't unlock all the characters in the rib-breaking Tekken 4? Well you don't need to be a Digital Demon to get the most out of your games, you just need to cheat. Go on, play dirty!

RED FACTION 2

PS2 Enter the following codes in the cheats screen.

INFINITE AMMO: Square, Triangle, X, O, Square, O, X, Triangle
WALKING DEAD: X, X, X, X, X, X, X, X
SUPER HEALTH: X, X, Square, Triangle, Square, Triangle, O
INFINITE GRENADES: O, X, O, Square, X, O, X, O
UNLOCK EVERYTHING: Square, O, Triangle, O, Square, X, Triangle, X
GIBBY EXPLOSIONS: Triangle, Circle, X, Square, Triangle, Circle, X, Square
DIRECTOR'S CUT: Square, X, Circle, Triangle, Circle, X, Square, Triangle
RAPID RAILS: Circle, Square, Circle, Square, X, X, Triangle, Triangle

UNREAL TOURNAMENT 2003

PC The codes below only work in singleplayer mode. To enter one of them, press the Tab key in a match and type them in, then press Enter.

FLIGHT MODE: fly
NO CLIPPING: ghost
DISABLE FLIGHT AND NO CLIPPING: walk
WEAPONS AND AMMO: loaded
ALL BOTS: killpawns
TOGGLE VIEW: behind view (0 or 1)
SEE FRAME-RATE: stat fps
UNDERWATER BREATHING: amphibious
INVISIBILITY: invisible (true or false)
TELEPORT: teleport

THE LORD OF THE RINGS: THE TWO TOWERS

PS2 The following codes will work at any point during gameplay. Simply pause the game and hold down all four shoulder buttons, then tap in one of these codes.

RESTORE HEALTH: Triangle, Down, X, Up
RESTORE MISSILES: X, Down, Triangle, Up
+100 EXP: X, Down, Down, D
LEVEL 2 SKILLS: Circle, Right, Circle, Right
LEVEL 3 SKILLS: Triangle, Up, Triangle, Up
LEVEL 4 SKILLS: Square, Left, Square, Left
LEVEL 5 SKILLS: X, X, Down, Down

The second set of codes below work in the same way as the ones above but instead you have to complete the entire game before they become active.

ALWAYS DEVASTATING: Square, Square, Circle, Circle
MINI ENEMIES: Triangle, Triangle, X, X
ALL SKILLS: Triangle, Circle, Triangle, Circle
INVULNERABLE: Triangle, Square, X, Circle
SLOW-MO: Triangle, Circle, X, Square
INFINITE MISSILES: Square, Circle, X, Triangle

HITMAN 2: SILENT ASSASSIN

XBOX All of the following codes can be entered during gameplay except the level select code, which must be entered at the main menu.

LEVEL SELECT: R, L, Up, Down, X, Y, B
GOD: R, L, Up, Down, A, R, L, Black, White
WEAPONS: R, L, Up, Down, A, Up, X, A
HEAL: R, L, Up, Down, A, Up, Down
LETHAL CHARGE: Right, Left, Up, Down, A, Black, White
SLOW MODE: R, L, Up, Down, A, Up, L
PUNCH MODE: R, L, Up, Down, A, Up, Up
CHANGE GRAVITY: R, L, Up, Down, A, L, L
BOMB MODE: R, L, Up, Down, A, Up, White
MEGAFORCE MODE: R, L, Up, Down, A, R, R
NAILGUN MODE: Right, Left, Up, Down, A, White, White

STAR WARS: CLONE WARS

GC Input these codes in the password screen.

MULTIPLAYER LEVEL SELECT: FRAGFIESTA
UNLIMITED SECONDARY AND SPECIAL WEAPON: CHOSEN1
BONUS OBJECTIVES FOR PREVIOUS MISSION: YUB_YUB
BATTLE DROID FOR GEONOSIS LEVEL IN ACADEMY: ROGERROGER
ALL FMV: CINEMA as a password

YOUR BEST TIPS

If you've got a star-quality tip that you'd like to share, or if you think our resident expert Barny Zoeller could help you out, write to us at: cvgtips@dennis.co.uk or

THE DOGHOUSE,
COMPUTER AND VIDEOGAMES,
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REALLY STUCK?

Totally stumped by a game?
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The Computer And Video Games Tips Helpline.

0906 466 4659

Open seven days a week, 8am-11pm. On the very rare occasion that they can't help, your query will be passed on to a support team, who guarantees to find you an answer within 24 hours.

Calls cost £1.50 per minute at all times. Charges will appear on your standard telephone bill. If you do not pay the bill yourself, seek permission from whoever does before calling. In case of problems, please call Customer Services on 0870 800 6155.

DOOM II

GBA Enter the following codes in the pause menu.

GOD: Hold L + R, then press A, A, B, A, A, A, A, A
DISABLE GOD MODE: Hold L + R, then press A, A, B, A, B, B, B, B
MAP: Hold L + R, then press B, A, A, A, A, A, A, A
RADIATION SUIT: Hold L + R, then press B, B, A, A, A, A, A, A
INVINCIBLE: Hold L + R, then press B, B, B, A, A, A, A, A
BERSERK: Hold L + R, then press B, A, B, A, A, A, A, A
WEAPONS, ITEMS, KEYS: Hold L + R and press A, B, B, A, A, A, A, A

NO ONE LIVES FOREVER 2

PC In this first-person stealth shooter, press T and then type in one of the following codes. Next press Enter. If this doesn't make the game a little easier for you then maybe you should just give up and find another hobby.

EFFECT	CODE
GOD	god
ALL AMMO	ammo
ALL WEAPONS	guns
WEAPONS, AMMO AND HEALTH	kfa
SCOPES, SILENCER AND CAMERA	mods
ARMOUR	armor
HEALTH	health
SNOWMOBILE IN SNOW LEVELS	rosebud
INVISIBLE	poltergeist
LEVEL	maphole
GET SKILL POINTS	skillz
BIGGER EXPLOSIONS	baddaboom
SHOW POSITION	pos
SHOW VERSION	build

HARRY POTTER AND THE CHAMBER OF SECRETS

GBA **NEW AREA AND CREATURE:** Connect the Game Boy Advance version of Harry Potter And The Chamber Of Secrets to the GameCube game and you will unlock a whole new area with an exclusive creature.

UNLOCK MINI-GAME: Collect all 100 red beans to unlock the sliding puzzle mini-game off the main menu.

WIZARD CARD REWARDS:

- Five Spell Wizard Cards to unlock Alohomora
- Five Beast Wizard Cards to unlock the Bestiary
- Five Location Wizard Cards to unlock Gringotts Bank on the GameCube
- Five Potion Wizard Cards to unlock the Girding Potion
- Five Quidditch Wizard Cards unlock Flying Practice and Quidditch from the main menu

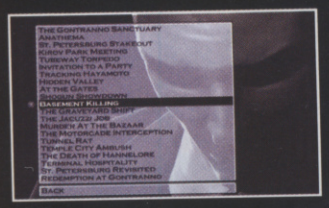
GRAND THEFT AUTO: VICE CITY

PS2 **PACKAGE REWARD:** For every ten packages you find, a reward will appear. To find all 100 consult our guide on page 68. If you get all 100 hidden packages, the Hunter helicopter will appear inside the army base.

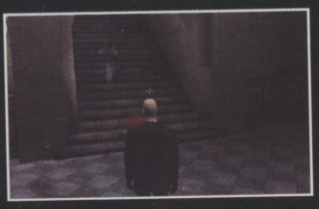
10: Body armour
20: Chainsaw
30: Python
40: Flame-thrower
50: Laser scope sniper rifle
60: Mini gun
70: Rocket launcher
80: Sea Sparrow (seaplane, appears near mansion)
90: Rhino (tank, appears in army base)
100: Hunter (apache helicopter, appears in army base) and $100,000

HITMAN 2: SILENT ASSASSIN

The following codes need to be entered during gameplay, except for level select, which can be entered at the main menu. Then get shooting.

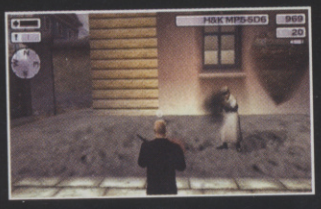


LEVEL SELECT:
R2, L2, Up, Down, Square, Triangle, Circle

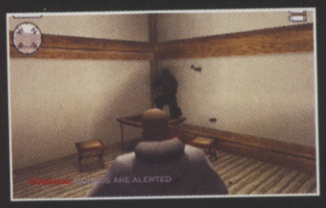


GOD:
R2, L2, Up, Down, X, R2, L2, R1, L1

WEAPONS:
R2, L2, Up, Down, X, Up, Square, X

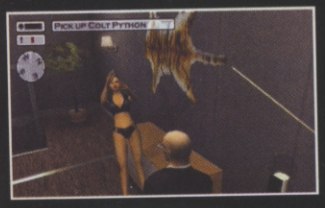


HEAL:
R2, L2, Up, Down, X, Up, Down



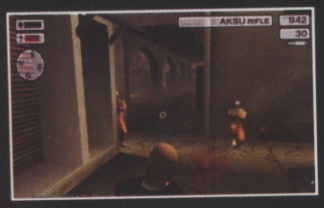
LETHAL CHARGE:
R2, L2, Up, Down, X, R1, R1

SLOW MODE:
R2, L2, Up, Down, X, Up, L2

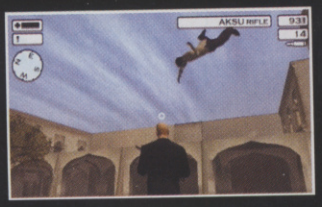


PUNCH MODE:
R2, L2, Up, Down, X, Up, Up

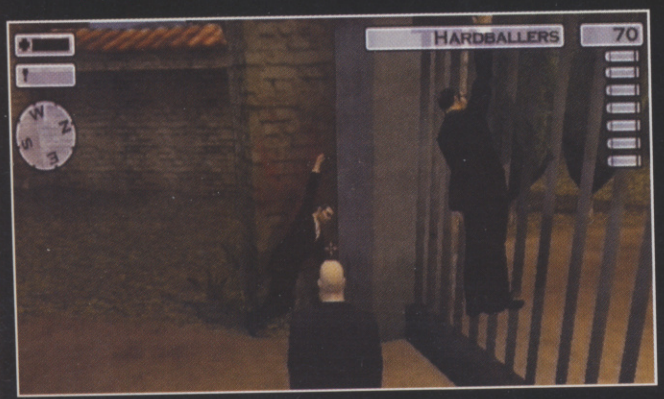
CHANGE GRAVITY:
R2, L2, Up, Down, X, L2, L2



BOMB MODE:
R2, L2, Up, Down, X, Up, L1



MEGAFORCE MODE:
R2, L2, Up, Down, X, R2, R2



NAILGUN MODE: *R2, L2, Up, Down, X, L1, L1*

BARNY'S PROBLEM CORNER

Is your brow furrowing into a deep crease? Allow Barny to sort out all your problems. Although he's not much cop at girl questions

SUPER MARIO SUNSHINE

GC

Q. I'm doing Yoshi's Fruit Adventure in Ricco Harbour. I can get Yoshi out of his shell and I know where I have to go but the problem is I can't get anywhere near it. I spray the fish, jump a few platforms but I always end up in the water before getting near to the Shine. Can you please tell me how to do this annoying level.
Kev, London

A. The best way to get through Yoshi's Fruit ordeal is to jump onto the grassy ledge near the first platform. Skirt the tree and get Yoshi to eat the fruit. Yoshi will change colour. Now when you skirt the fish things they will go up and down, making it easier to get up to the Shine.

GRAND THEFT AUTO: VICE CITY

PS2

Q. I've beaten every mission in the game I can find and can't find anything else to do. The last mission I beat was called Copland. There is still a big marker on my mansion but I've searched the house all over and can't find the next mission, so what am I supposed to do now?
Andrew, via email

A. The marker on your mansion tells you where to get the money you earned. To find more missions try buying some of the hideouts scattered around such as the Malibu Club or Print Works.

STAR WARS JEDI KNIGHT 2: JEDI OUTCAST

PC

Q. I'm in a bar where I talk to a blue-skinned man and then every alien attacks me and I die. There's about 20 of them. I've tried using loads of different weapons and the lightsaber but I always end up either dead or with so little health that the rest of the level is impossible. If you don't tell me how to get past this bit I'm going to cry.
Sparky, via email

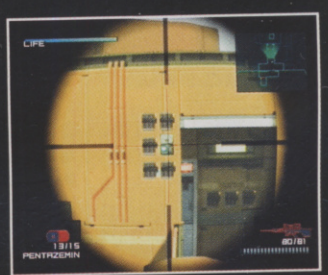
A. There, there, no need for tears. Equip the lightsaber and back off from the thermal detonator lobbing Grans. Your lightsaber will automatically reflect most of the incoming laser fire. Use Force Speed and run to each of the thermal detonator aliens and kill them. Once they're dead you can stand still and face any remaining scum. No need to do much – just stand still and the lightsaber's automatic shot-reflecting will do the rest.

METAL GEAR SOLID 2: SONS OF LIBERTY

PS2

Q. On the Shell 1-2 connecting bridge I can find and shoot ten of the control units but I can't find the other ones. Where are all the control units on the Shell 1-2 connecting bridge on hard difficulty level?
Ice, Devon

A. Okay... here are all the locations you need. 1) At the bottom of the steps. 2) A bit further along from 1. 3) On the first cylinder. 4) On top of the Cypher above the far side. 5) On the second Cypher. 6) On the floor of the bridge to the far left. 7) Right of the opposite door. 8) Behind you above the door. 9) Behind the flag on the far left. 10) Behind the birds on the right. 11) Walk down a few steps and look down and right. 12) From the left look down at the lower section of the bridge. 13) Left of the opposite door. 14) To the far left of Strut G's entrance.



GTA: VICE CITY PLAYER'S GUIDE

Barny Zoeller shows you the way to all 100 of Vice City's hidden packages

1 OCEAN BEACH AREA

PACKAGE 1: Head to the bridge going to Little Havana. Go round the northern tower and the package is under the bridge

PACKAGE 2: This one's hidden behind the building (white with black stripes) lying directly north of Cortez's Yacht

PACKAGE 3: By the steps of the house facing the sea with the helipad. It's south of Cortez's Yacht, by a fountain

PACKAGE 4: To get hold of the fourth package, you need to head to the steps of the lighthouse in Ocean Beach

PACKAGE 5: This one's located inside the large underground carpark that's placed very near Cortez's Yacht

PACKAGE 6: The sixth one is located on a large group of rocks jutting out of the sea, south of Cortez's Yacht

PACKAGE 7: Take a boat from near Cortez's Yacht and head south. The package is on the south western of the three islands

PACKAGE 8: Fly in a 'copter to Washington Mall. Look south east. It's on top of a dark-coloured roof across the road

2 WASHINGTON BEACH AREA

PACKAGE 9: In the grounds of the very tall pink apartment block just north east of Washington Mall

PACKAGE 10: This one's hidden under the bridge that leads across to Starfish Island

PACKAGE 11: Behind 1102 Washington Street, directly opposite K Rosenburg & Co

PACKAGE 12: By the side of the small bridge located to the north of K Rosenburg & Co

PACKAGE 13: On the steps of one of the beach huts. It's almost directly east of Starfish Island

PACKAGE 14: Get a 'copter. On the roof of the tall blue and white building just south of the Police Department

PACKAGE 15: From Starfish island go up the steps opposite the building site and look in the first small room

PACKAGE 16: From the Bunch of Tools shop head west. It's to the side of the low pink building

PACKAGE 17: In an office in the back of the Washington Beach Police Dept. Get a uniform first

PACKAGE 18: Get a helicopter. Head north from the Ocean View Hotel to DBP Security. It's on the roof

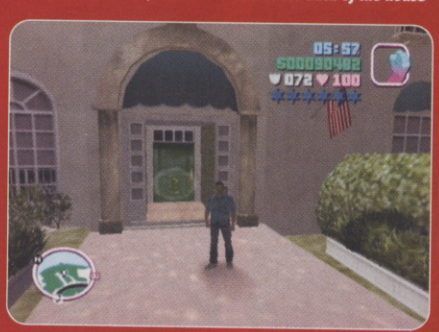
3 STARFISH ISLAND

PACKAGE 41: From the Coke Baron's Mansion head east to two pools. It's next to some nearby steps

PACKAGE 42: In the gap separating the Coke Baron's Mansion from the house to the west

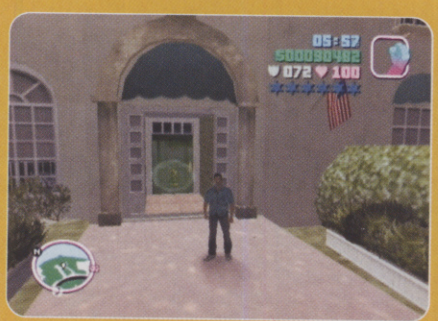
PACKAGE 43: In the grounds of the house opposite the Coke Baron's Mansion. It's in the Jacuzzi

PACKAGE 44: From Little Havana enter the grounds after the road on the right. It's at the back of the house



PACKAGE 45: Come off the bridge onto Prawn Island. It's by the front door to the second house on the east side

4 LEAF LINKS AREA



PACKAGE 46: Enter the golf course, look under the bridge leading to Vice Point and you'll find it

PACKAGE 47: Go to the driving range in the north of the golf course. The package is right next to it

PACKAGE 48: Follow the road to the east. At the end run slightly north west to find it in a sandpit

PACKAGE 49: Cross over the bridge to the southern part of the golf course. It's on an island in the small lake

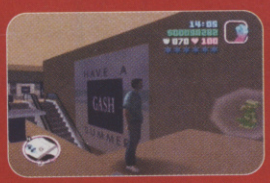
PACKAGE 50: This one's on the bridge (crossing water) going to the southern part of the golf course

5 VICE POINT AREA

PACKAGE 19: This one's behind the building where you blow up the trucks in the Riot mission

PACKAGE 20: On one of the girders sticking out of the building where you get missions from Avery

PACKAGE 21: From the building site cross the road to the dock. The package is on the end of the dock



PACKAGE 22: In the North Point Mall. Find the shop named 'Gash'. It's on a ledge above the escalators

PACKAGE 23: On the ground floor of the car park, north of the west entrance to the North Point Mall

PACKAGE 24: This one's to be found in the yard that's next-door to the Malibu Club

PACKAGE 25: Between the Malibu Club and the beach is a big building with a pool. It's in the corner

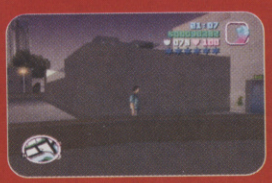
PACKAGE 26: By bushes in the south of the grounds of the huge building south of Prawn Island

PACKAGE 27: In the grounds of the building is a swimming pool. It's on the highest diving board

PACKAGE 28: This one's inside the Well Stocked Pizza just north the Malibu Club

PACKAGE 29: By some steps of the apartment across the road (east side) from Well Stocked Pizza

PACKAGE 30: Go north from Well Stocked Pizza and it's inside the shop on the left before the T-junction



PACKAGE 31: Cross from the golf club to Vice Point. It's in the grounds of the first house to the north

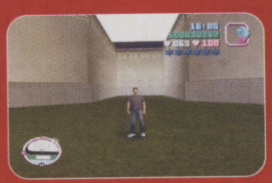
PACKAGE 32: North of WS Pizza go up the stairs of the end building. Drop down to the roof below

PACKAGE 33: Go through the arch opposite the Links View Apartments. It's in the north-east grassy area

PACKAGE 34: By the side of the bridge to Prawn Island. It's by the waterfront facing the island

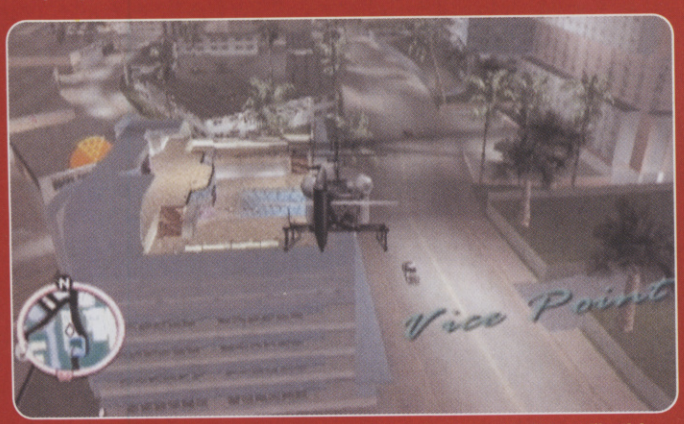
PACKAGE 35: Go to the dirt bike track on the beach and look behind the Jocksport signs on the east side

PACKAGE 36: Behind the large building opposite the east entrance to the North Point Mall

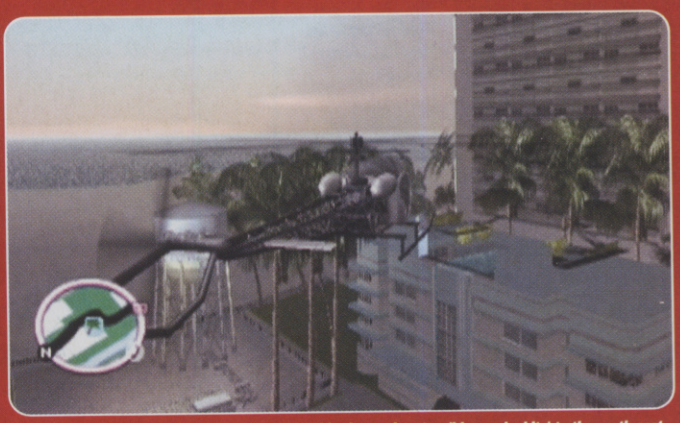


PACKAGE 37: In between the two northerly entrances to the North Point Mall

PACKAGE 38: In North Point Mall. The package is in front of a shop with Sale signs in the window



PACKAGE 39: In the corner of the pool on the roof of the building north of the Malibu Club



PACKAGE 40: Fly to the Malibu Club and land in the pool on top (blue and white) to the south east

6 PRAWN ISLAND AREA

PACKAGE 51: Come off the bridge from Vice Point and go south. It's in an alley to the right

PACKAGE 52: In the film studio inside of Stage C (the one opposite the save point if you own the place)

PACKAGE 53: On the back porch of the green house north of the film studios facing Downtown

PACKAGE 54: In the mansion on the east of Prawn Island, go to the east balcony. Drop into a room below

PACKAGE 55: Fly by 'copter into the film studios and land on the roof of the blue building next to Stage D

7 LITTLE HAITIA AREA

PACKAGE 63: At a sign to Moist Palms Hotel go underneath the . nearest building into the carpark. It's in a corner

PACKAGE 64: Go north from Kaufman Cabs. Take a small alley. Go left to the waterfront. It's in a corner by the water

PACKAGE 65: From Phil Cassidy's Trailer look inside the large reddish building in the northeast corner of the yard

PACKAGE 66: From Kaufman Cabs go north and enter the alley by a building. It's at the bottom of steps in the yard behind

PACKAGE 67: In the alley behind Kaufman Cabs is a flight of stairs. The package is at the top of these

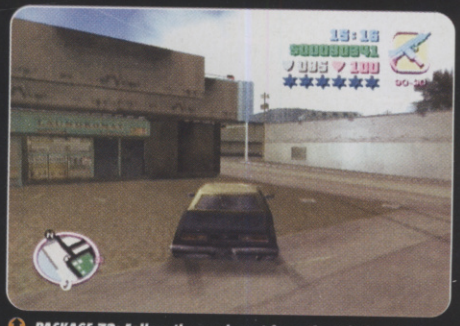
PACKAGE 68: From Well Stacked Pizza in Little Haiti enter the alley by the building to the south to find the package

PACKAGE 69: From WS Pizza go south. Take the second right and enter the first alley on the left. Turn left at the end and climb the stairs

PACKAGE 70: Fly to Kaufman Cabs. Go east towards some blue and red crates. To the south is a building with a dip in the middle – it's in here

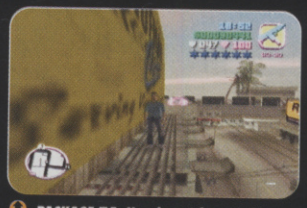
8 LITTLE HAVANA AREA

PACKAGE 71: East of the Vice City Printing Works is a fenced off area surrounding a billboard. The package is in that area

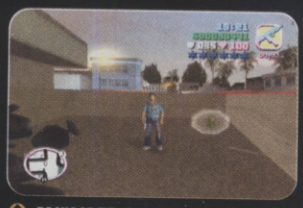


PACKAGE 72: Follow the road west from the Printing Works. At the end turn left. It's inside the Laundromat on the right

PACKAGE 73: From Printing Works go south. At the end turn right. On the left is a building with steps – it's at the top



PACKAGE 74: Head east from Café Robina. Enter the yard by the alley with the boxes. Find the billboard walkway



PACKAGE 75: Enter the alley opposite Café Robina's entrance. Enter the yard on the right and look right to find it

PACKAGE 76: South of Cherry Poppers is a coffee bagel donut shop. The package is inside behind the counter

PACKAGE 77: From Café Robina go south. After it curves east go first right and enter the yard – it's on the roof

PACKAGE 78: Inside Sunshine Autos is a ramp going upwards. The package is in the corner at the top

9 VICE PORT AREA

PACKAGE 79: Head south from Sunshine Autos and go right towards the airport. It's between four gas cylinders

PACKAGE 80: Go towards the airport from Sunshine Autos. Follow the road. It's in a carpark between two trucks

PACKAGE 81: Head north from the blue cargo ship in the Port. At the flats it's in the first concrete court on the left

PACKAGE 82: On the east side of the large blue container ship moored at the east dock in Vice Port

PACKAGE 83: Go south from the blue ship. Take the first right then left into the trailer yard; it's under a sign

PACKAGE 84: Land a helicopter on the large ship furthest west. It's by a metal door on the main deck

PACKAGE 85: Go south from Sunshine Autos. Find the large hangar. The package is inside the office

PACKAGE 86: Enter the large open area to the west of Pay 'N' Spray. The package is in the north-west corner

10 DOWNTOWN

PACKAGE 56: Get underneath the bridge to Prawn Island. Drive over the grassy part to the wall and head north. It's on the left

PACKAGE 57: From the Hyman Condo head east to VAJ Finance. Near it is a sculpture with a ball on top. It's on the pedestal

PACKAGE 58: From the Hyman Condo alley head northwards onto the grass and follow the alley round

11 ESCOBAR INTERNATIONAL AIRPORT

PACKAGE 87: Head southwards from the glass front of the main airport terminal building. There is a package on the southernmost helipad

PACKAGE 88: From the glass front of the main airport terminal follow the westernmost covered walkway to the last plane on the west side. It's under the plane

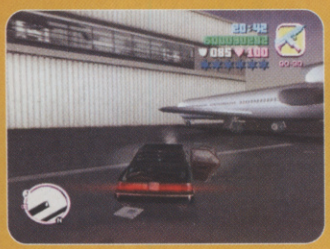
PACKAGE 89: Drive along the western runway until you see a large aeroplane sticking half out of a hangar. The package is underneath that plane

PACKAGE 90: At the northern end of the airport's western runway is a fire station. The package is located behind the station near to the water's edge

PACKAGE 91: Go inside the main airport terminal building and run round so that you are positioned next to the glass. Follow the glass west to find the package

PACKAGE 92: Enter the main airport terminal building and head up to the first level. Enter the tunnel on the east side. At the end of it is the package

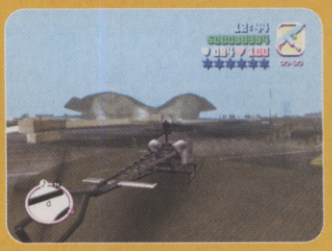
PACKAGE 93: Cross the road from Café Robina and go left through a gap between two buildings then left through the fence. You will be behind billboards. Go north, then west



PACKAGE 94: Go to the entrance of the main building and head north across the grass. Go behind the large building. It's underneath the westernmost parked plane

PACKAGE 95: Find the main gate to the army base to the north of the airport. There is a sign next to the entrance, behind which is located the package

PACKAGE 96: Fly a helicopter to the westernmost of the large ships in Vice Port. Keep going west and land on the roof of the large building with the small tower on top



PACKAGE 97: From the main terminal fly a 'copter south east to the end of the diagonal runway. There are two hangar buildings. The package is on the roof of the southern one

PACKAGE 98: Get into a helicopter. Land on the roof of the main airport terminal building. The package is in the dip to the west of the middle hump

PACKAGE 99: Get a helicopter. Fly over the main terminal building and then along the easternmost of the long covered passenger walkways. Land at the end to get the package

PACKAGE 100: Fly a 'copter over the main building and then along the westernmost of the covered walkways. Land and walk back towards the airport. It's in the first plane to the left

PACKAGE 59: At the back of the Hyman Memorial Stadium. It's by the wall below large white letters spelling 'Parking'

PACKAGE 60: Find the Schuman Healthcare Center. At the bottom of the lower driveway is the package

PACKAGE 61: Find VCN Eight Ten building. You can enter through a door. Go in and up to the helipad. Look left on the ramp

PACKAGE 62: From Howlin Pete's Emporium go east then north. After the first left is an office. Go up the steps to another office

THE LORD OF THE RINGS PLAYER'S GUIDE

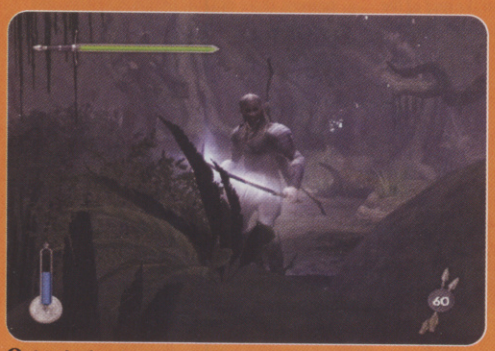
Barny Zoeller shows you the right way to go about being a Lord of the Ring

Who knows why you'd want to use the dwarf - he's the worst character

1 CHOOSING THE RIGHT CHARACTER

Sometimes choosing which man would be best at tackling a particular level is harder than playing the game itself. Any character can complete all the levels but some are more suited to certain jobs than others. Below is a list of who we think is best for each level, but if you think you know better then good luck to you.

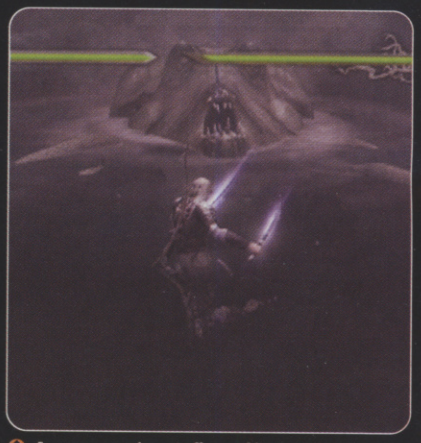
GATES OF MORIA: Legolas
BALIN'S TOMB: Aragorn level 2
AMON HEN: Gimli
FANGOM FOREST: Legolas level 2
PLAINS OF ROHAN: Aragorn level 3
THE WESTFOLD: Legolas level 3
GAP OF ROHAN: Aragorn level 3
HELM'S DEEP: The Deeping Wall: Aragorn Level 4
HELM'S DEEP: Breached wall: Aragorn level 5
HELM'S DEEP: Courtyard: Aragorn level 10



Legolas is very quick, which is useful when running from orcs

Aragorn's your best man, especially when bow work is unimportant

The creature knocks you back down whenever you try to get up - avoid being floored by using the parry button



As soon as you've cut off one of its tentacles the beast will give you a chance to shoot it in the head

2 WATCHER IN THE WATER

You should use Legolas for this fight. The first thing to do is pick up the arrows at the back of the area. As soon as tentacles rise from the water and stand almost straight you are about to be hit so get ready with the parry button.

If you fail to block and get knocked over, it's hard to get back into the fight without losing most of your health. While blocking, move forward to get in range of the tentacles. Let them attack first and block, then slice one in half. The head will rise from the water, giving you the chance to pierce it with an arrow. A successful hit will cause the head to submerge and the tentacles to reappear.

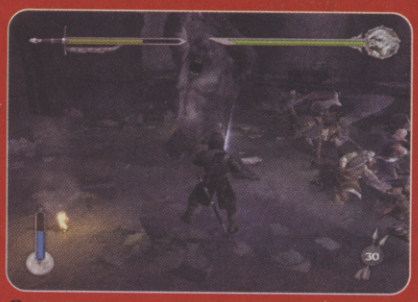
Repeat the blocking-then-attacking process to draw out the head and shoot it with another arrow. Do this a few more times to sink the beast for good.

3 BALIN'S TOMB: CAVE TROLL

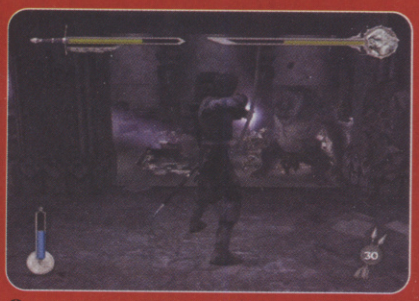
Using Aragorn at level 2 will make the first part of this fight easy. Ignore the goblins running around, get behind the troll and whack it with a fierce combo. Immediately jump back to avoid the troll's counterattack before charging in and repeating the process. If your health gets low, run around and look for some health potions that should have been dropped by dead goblins.

After getting the troll's health down to about half, the scene will change. Collect the arrows that keep appearing to the right. Don't bother trying to block the troll's attacks - instead you should keep moving. The troll growls when it's made a move so when you hear this stop running, point yourself at the troll and then shoot a couple of arrows in it.

Start running around again. At certain points goblins will appear to harass you but they often drop potions to top up your health, which is handy. You will notice that your arrows have very little effect on the troll but they are causing damage, so keep running to avoid being clobbered and stop to shoot until the troll dies.



The first part is confusing but very easy. Ignore all the fuss and concentrate on bashing that troll



For the second part just avoid being smacked and treat the troll as if it were a pincushion

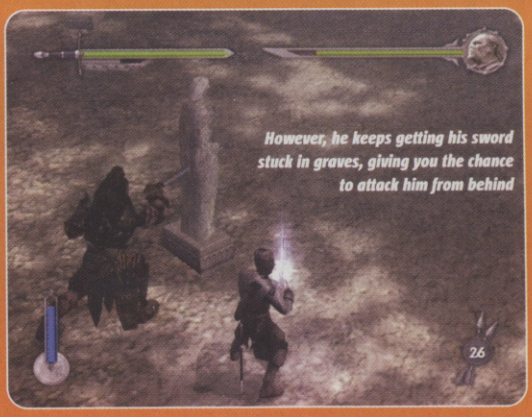
4 BOSS ORC

Even using the dwarf, the start of this fight is easy. Just stand at the far end of the area and lob axes at the big brown bloke. After a few hits he'll have had enough and will grab his sword. Then he will charge over and batter you to death and there seems to be nothing you can do about it.

If you attack him he will parry and hit you; he will also block any axes you lob over so instead you should concentrate on running away. Try to position a gravestone in between you and it and with a bit of luck the orc will get his sword stuck, giving you the opportunity to perform a few combos on him.

After he gets his sword out start running away again and hide behind another gravestone to repeat the performance. Whenever any grunt orcs appear take them down quickly (quick attack followed by a fierce attack works well) as they often leave potions for you. So long as you get a couple of good combos in every time the boss gets his sword stuck, you should win the fight.

After putting away his bow and arrow it seems that nothing can stop the might of this evil boss...



However, he keeps getting his sword stuck in graves, giving you the chance to attack him from behind

5 WARG RIDER

This is another of those bosses that seems to be invincible until you work out how to get it.

Using Aragorn you should slay the normal warg riders first. You will know the boss has appeared when a big green health bar fills the top right of the screen. The boss has a tendency to stay at the back of the area so walk closer. Do not attack or waste any arrows here as you can't get to him and are likely to be bitten.

When the warg charges stand your ground and get ready to parry

Stay close to the boss and get in quickly when the warg exposes its underbelly

When the warg charges press the parry button a moment before it connects and although you will be bowled over, you will not suffer any damage. After every two or three charges the boss will show off by making the warg stand on its back legs, exposing its belly. When it does, run in and attack.

Your first combo will bring the beast back down onto four legs, giving you a chance to damage the boss. Then go on the defensive till you get another chance and repeat the process until the fight is won.

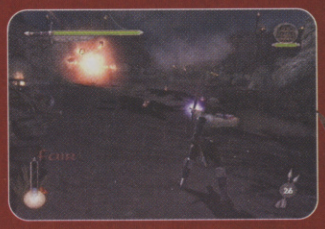
6 THE CATAPULT

The secret to beating the catapult is to be able to quickly dispatch all the enemies in the previous part of the level. If you are using Aragorn at around level 4, this should not be too hard.

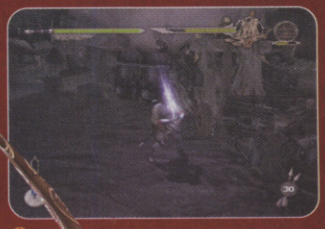
To speed up your killing always try to nail one of the suicide bombers when he is near a group of other monsters. If some reach the door, concentrate on these in between shooting the bombers.

When the troll appears you should charge over and kill it as quickly as possible. Once it dies, the cutscene introducing the catapult will play. First fire a few arrows into the crowd at suicide bombers. Doing so should make a small gap that you can run through easily enough. Ignore the orcs guarding the catapult because unless you attack them, they will ignore you.

Once you reach the catapult it's a simple matter of hacking the front and two side parts away before the door gives way.



At the beginning you should concentrate your arrows on the suicide bombers



Once you get to the catapult you are safe. Just hack away at the front and sides

7 BEATING UP TROLLS

Once you get into the game's later stages, beating up trolls will become a necessity. It might seem almost impossible when you meet the first one in Fangorn Forest but once you've killed a few it'll become second nature.

The surest way to dispatch trolls with minimal damage is to walk up to them. When they pull back their arm to strike, quickly press L2 to jump backwards. When the club hits the floor move forwards and press Triangle to perform a single fierce attack. As soon as you do, press L2 again to jump back and avoid being squashed. Repeat a few times and the troll will die. When you meet two you should start the fight by circling around, trying to manoeuvre one troll in front of the other so that you concentrate on the one in front without having to worry about the one behind.

Always look a troll in the eye but get ready to leap backwards out of the way of its club of death

To avoid being swatted like a fly, always leap back immediately after making your attack

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TEXT YOUR ANSWERS TO **84004** (T-Mobile users text **85140**)

How to enter: first type 'CVG JAN' then type out the letters corresponding to the correct answers, starting with the 7th prize and ending with the 1st prize. For example: **'CVG JAN ABCABCA'***

Calls cost no more than 50p

START HERE

CVG

win the hot

It may be the case that a new year is dawning but here at CVG we like to retain the joyous spirit of Christmas all year round, bunch of bounteous, generous souls that we are, eh readers? True to form, Trailblazer is back and ready to fulfil many a gaming dream in 2003. Hoorah!

And for the first issue of the New Year, we've got some wicked prizes, destined for the brainiest CVG readers. There are copies of cel-shaded shoot 'em up Robotech, bumper packs of classic Cinemaware games, and a chance to party with Shrek, the coolest, greenest ogre around. And if you're REALLY special, you could win your own pro BMX, a brand new PlayStation 2 AND copies of hardcore sports game BMX XXX! Mint!

7th

CINEMAWARE BUMPER PACKS

Remember classic games The Three Stooges, Defender Of The Crown, Lords Of The Rising Sun and It Came From The Desert? Win remastered versions!

Which of these was NOT one of the Three Stooges?

■ A. Larry ■ B. Moe ■ C. Posh ■ D. Curly

5 TO WIN

COURTESY OF CINEMAWARE

6th

DINOTOPIA: THE TIMESTONE PIRATES

On a lost island where humans live alongside dinosaurs, battle through six action-packed levels to recover lost dino eggs and bring a criminal mastermind to justice

Name the movie set on an island inhabited by dinosaurs

■ A. Jurassic Perk ■ B. Jurassic Park ■ C. Jurassic Pork ■ D. Jurassic Punk

5 TO WIN

COURTESY OF TDK MEDIACTIVE

5th

OUTLAW GOLF

Have you ever wanted to beone of those fat mafia golfers who annoys all the other players on the course? Well, this brilliantly funny Xbox sports game gives you the chance!

What was the name of the mob boss in the classic film, The Godfather?

■ A. Don Corleone ■ B. Don Johnson ■ C. Donnie Osmond ■ D. Donald Duck

5 TO WIN

COURTESY OF TDK MEDIACTIVE

4th

IRON STORM PACKS

This beautiful-looking shooter is set in an alternative universe in which WWI is still raging. With tons of frantic action and cool weapons, it will have you drooling for more

In which year did the First World War start?

■ A. 1999 ■ B. 1939 ■ C. 1914 ■ D. 1879

4 TO WIN

COURTESY OF WANADOO

3rd

SHREK SUPER PARTY

Featuring a lead character who's ugly, fat and green but still quite cute, some far-out multiplayer action and over 30 fun mini-games. Win it!

In the movie Shrek, which character did Eddie Murphy lend his voice to?

■ A. Donkey ■ B. Mongoose ■ C. Mountain goat ■ C. Cat

5 TO WIN

COURTESY OF TDK MEDIACTIVE

Trailblazer!

test prizes here every month

2nd

BMX XXX

Perform hot tricks and check out the chicks in this hardcore extreme sports game. Your mum might not like it but you can't please everyone

How many wheels does a bicycle have?

■ A. Two ■ B. Three ■ C. Four ■ D. Five

3 TO WIN

COURTESY OF ACCLAIM

FINISH HERE

1st

BMX XXX, PS2 AND PROFESSIONAL BMX BIKE

1 TO WIN

Listen up cos this is one super-cool prize! Not only will you win BMX XXX and a PS2 to play it on, but our lovely friends at Acclaim will also throw in a professional WeThePeople BMX bike, as ridden by world number three Zach Shaw! So get writing!

What does BMX stand for?

■ A. Big Mucky Xylophones ■ B. Bad-Mouthed Xenophobia ■ C. Best Manifold Xerox ■ D. Bicycle Motocross

GO ON- WIN IT

Fill in this coupon and send entries to:

CVG Trailblazer **255**,
CVG, **CCVG301A**,
Dennis Publishing,
PO Box **154**,
Bradford,
BD1 5RZ

CINEMAWARE BUMPER PACKS
Tick the correct answer:
A.☐ B.☐ C.☐ D.☐

DINOTOPIA: THE TIMESTONE PIRATES
Tick the correct answer:
A.☐ B.☐ C.☐ D.☐

ROBOTECH: BATTLECRY
Tick the correct answer:
A.☐ B.☐ C.☐ D.☐

IRON STORM PACKS
Tick the correct answer:
A.☐ B.☐ C.☐ D.☐

SHREK SUPER PARTY
Tick the correct answer:
A.☐ B.☐ C.☐ D.☐

BMX XXX
Tick the correct answer:
A.☐ B.☐ C.☐ D.☐

BMX XXX, PS2 AND PROFESSIONAL BMX BIKE
Tick the correct answer:
A.☐ B.☐ C.☐ D.☐

Enter your details below

Title:
Forename:
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IMPORTANT: No more than one entry per household
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☐ Please tick here if you do not wish to receive occasional emails about carefully chosen products or services from companies other than Dennis Publishing Ltd
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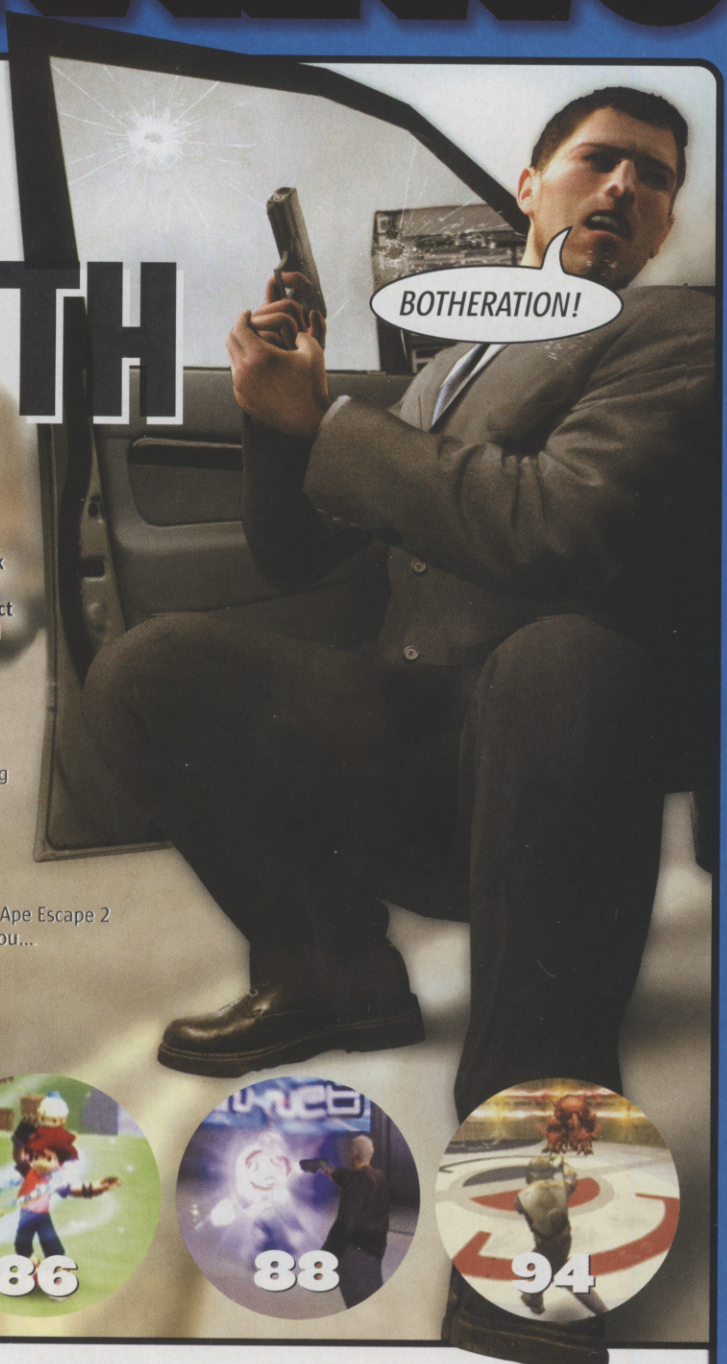
TERMS AND CONDITIONS: Only entries with all of the questions completed correctly and received before **Wednesday 15 January 2003** will be entered into the prize draw. Winners will be notified by post, so don't phone. No cash alternatives. Prizes not necessarily as shown. No correspondence will be entered into. The editor's decision is final. And when it comes to deciding, nobody decides like 'Decisive Al'. All the other usual competition rules, conditions and restrictions apply.

***EXTRA TERMS AND CONDITIONS FOR 'TEXT TO WIN':** The service is available to Vodafone, Orange, BT Cellnet (O2), and One2One (T-Mobile) customers. It will not cost more than 50p (incl. VAT) for each entry. The user will receive one confirmation message per entry. The service is provided by Inspired Technology Group in conjunction with CVG. If users have any problems, they should call +353 1 667 855 (9am-6pm) or email support@poptext.com

REVIEWS

THIS MONTH



Oi, you frinking muppet. What the cuss d'you think you're boggin' at, monkface? Just shut your cruncing cake-hole and read this. Sigh. Despite being a bit of a disappointment (check our review on page 78 NOW to read why) we reckon by far the worst aspect of the much-awaited and mega-hyped The Getaway is the pointless cussing.

Regardless of what your folks say, swearing CAN be funny, if used cleverly and sparingly. The Getaway, however, peppers every sentence with the same inane, poorly voiced profanities, causing more curled toes of embarrassment here in the office than when watching a Pop Idol audition tapes marathon.

We reckon you'll have a whole lot more fun with the less 'gritty' but infinitely more polished Sly Raccoon or Ape Escape 2 this month. Don't say we didn't warn you...

Lee Skittrell
Games Editor

PS2 The Getaway 78
PS2 Sly Raccoon 82
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XB PS2 GC Defender 90
XB MOH: Frontline 90
PS2 Grand Prix Challenge 91
GC XB PS2 BMX XXX 92
XB Serious Sam 93
PS2 GC Bounty Hunter.....94
GBA Bubble Bobble 95
PS2 Runabout 3 95
PS2 4X4 Evolution 2 95
XB Unreal: Championship ..96
GC XB PS2 X-Men 96
XB PS2 Ghost Recon.....96
GC Disney Sports Football ..96
PS2 The Powerpuff Girls 97
GC Metroid Prime 108

CVG SCORES

A great game is a great game, right? Yet some of you would be as pleased as a pooch with two choppers to spend weeks collecting dog tags in MGS2, but would rather eat poodle eggs than spend one minute on Final Fantasy X, and vice versa. That doesn't make one better than the other; they're just different genres for different tastes. It's why so many of us love games.

Which is where CVG comes in. We play the rubbish games so you don't have to. We review only the biggest, best or most significant releases of the month. And our scores are based on one key measure: fun. It's that simple.

Alex Simmons.
Editor

WHAT THE SCORES MEAN

1	Why, God, why?
2	Stinks. Never play this
3	A waste of your money
4	Maybe rent, never buy
5	Very average
6	Fairly solid but nowt special
7	Tasty
8	Quality game. Consider buying it
9	Class on a disc
10	An absolute must that defines the genre

CVG AWARDS

These accolades don't get dished out just because a game gets a certain score. They're CVG's way of telling you which are our pet hates and personal favourites.

CVG ESSENTIAL
The most coveted award. It's worth buying the console to play the game

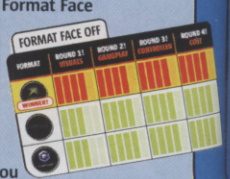
CVG RECOMMENDED
A damn good game. It may not break the mould, but it's a cut above the rest

CVG GAME OF THE MONTH
Doesn't have to be the highest scorer, but it's CVG's pick of the bunch this month

CVG STINKER
More abominable than a Yeti

MULTI-FORMAT REVIEWS

Own more than one console and want to know what version of a game is best? Well, CVG's new Format Face Off box scores each platform according to Visuals, Gameplay, Controller and Cost, with an average giving you a Winner or a Draw, marked in red.



Since games don't always release at the same time, you only get the Format Face-Off when we've rated two or more versions. And where formats are radically different we'll do separate reviews.

CVG TOP FIVES

Welcome to CVG's mini bible of the greatest games for the latest systems. Read and learn!

We've seen a lot of quality games in the quarter of a century since the debut of Space Invaders. Videogames' Hall of Fame is packed with undisputed classics of their time and format. But with gaming technology and players' expectations ever changing, what are today's best games? That's exactly what the lists below are there to tell you.

IF YOU CAN'T FIND ANY NEW RELEASES THAT PICKLE YOUR GHERKIN IN THIS MONTH'S REVIEWS SECTION, THEN CHECK THE GAMES BELOW – THEY'RE THE VERY BEST GAMES AROUND RIGHT NOW FOR THE FORMATS IN QUESTION.

AND IF YOU CAN'T DECIDE WHAT NEW GAMES SYSTEM TO BUY, AGAIN, CHECK THE GAMES BELOW – IF THERE AREN'T ANY ON ONE PARTICULAR FORMAT THAT YOU WANT TO PLAY, THEN SIMPLY CHOOSE ANOTHER FORMAT.

EACH ISSUE WE'LL UPDATE OUR LISTS TO INCLUDE ANY NEW RELEASES WORTH INCLUDING, AND NO DOUBT EVERY MONTH SOME OF YOU WILL BE SUFFICIENTLY OUTRAGED BY OUR CHOICES TO WRITE IN AND COMPLAIN.

KEY

PS2 | XBOX | GBA | GC | PC | PS | DC | OTHER FORMAT | D DEVELOPER | P PUBLISHER | £ PRICE | I CVG ISSUE NO. | NP NO. PLAYERS | NEW ENTRY NEW ENTRY | B BUDGET GAME

PLAYSTATION 2

GTA VICE CITY
D DMA P TAKE 2 £ 39.99 I 254 NP 1
Another violent, utterly amoral criminal masterpiece, following in the best tradition of videogames

METAL GEAR SOLID 2
D KONAMI P KONAMI
£ 39.99/ I 244 NP 1
Cinematic stealth action elevated to an art form, just cut a tad too short though

TONY HAWK'S 4
D NEVERSOFT P ACTIVISION
£ 39.99 I 254 NP 1-4 (ONLINE)
More exciting and satisfying but not as ground-breaking as earlier incarnations. Still the best extreme sports game out there on any format, though

PES 2
D KONAMI P KONAMI
£ 39.99 I 253 NP 8
The most accurate footie game around while remaining fun. Like its predecessor, PES2 rewards the time you invest

TIMESPLITTERS 2
D FREE RADICAL P EIDOS
£ 44.99 I 252 NP 16
PS2's finest first-person shooter yet. Fast, furious and fantastic-looking; answers critics of the original with a double barrel in the face

XBOX

SPLINTER CELL
D UBI SOFT P UBI SOFT
£ 44.99 I 254 NP 1
Tense, realistic and the best stealth game to date. Move over Snake, Sam's the man. We're left wondering how hard MGS 2 Substance will rock come next March

BLINX: THE TIME SWEEPER
D ARTOON P MICROSOFT
£ 39.99 I 253 NP 1
A highly original platformer from Sonic's co-creator exploring Xbox's true potential. Not perfect, but lots of fun

DEAD OR ALIVE 3
D TEAM NINJA P MICROSOFT
£ 44.99 I 243 NP 4
Fantastic-looking fighter, a bit gimmicky, but nevertheless solid stuff for all standards of player

HALO
D BUNGIE P MICROSOFT
£ 44.99 I 242 NP 16
Luscious looks, clever enemies and a neat storyline. Best console first-person shooter yet

NEW ENTRY

TONY HAWK'S PRO SKATER 4
D NEVERSOFT P ACTIVISION
£ 39.99 I 254 NP 8 (OFFLINE ONLY)
Much like the PS2 version, only with a slightly cack controller making tricking tougher, and NO online play. Still, they doubled the offline multiplayer count...

GAME BOY ADVANCE

GOLDEN SUN
D CAMELOT/NINTENDO
P NINTENDO £ 29.99
I 244 NP 2
Polished role-player by any standards, all the more impressive on handheld. Incredible

ADVANCE WARS
D NINTENDO/INTELLIGENRE
P NINTENDO £ 29.99
I 240 NP 4
Stunning turn-based strategy game rammed with hidden bonuses. Still a CVG obsession

MARIO KART SUPER CIRCUIT
D NINTENDO P NINTENDO
£ 29.99 I 239 NP 4
Racer recapturing the brilliance of earlier outings, though with a few controversial tweaks here and there

SUPER MARIO ADVANCE 2
D NINTENDO P NINTENDO
£ 29.99 I 244 NP 4
More classic Mario magic given the GBA makeover, this time of the platform persuasion

NEW ENTRY

SUPER GHOULS 'N GHOSTS
D CAPCOM P CAPCOM
£ 34.99 I 251 NP 1
A stiffer challenge than Mario's playful platform scroller. Looks great too. Retro appeal is optional

GAMECUBE

SUPER MONKEY BALL
D AV/SEGA P INFOGRAMES
£ 39.99 I 240 NP 4
Cute, hardcore, vertigo-inducing thumb-teaser with loads of modes and plenty of replayability

RESIDENT EVIL
D CAPCOM P CAPCOM
£ 39.99 I 250 NP 1
The original Resident Evil adventure is stunningly updated. Your eyes won't believe the difference

PIKMIN
D NINTENDO P NINTENDO
£ 39.99 I 248 NP 1
Imaginative action-strategy played against the clock, with touches of Miyamoto genius

NEW ENTRY

SUPER MARIO SUNSHINE
D NINTENDO P NINTENDO
£ 39.99 I 251/2 NP 1
The best platform adventure in the history of gaming bar none, AND it lasts for ages

SUPER SMASH BROS MELEE
D HAL LABORATORY
P NINTENDO £ 39.99
I 247 NP 4
Painfully fast fighter or homage to all things Nintendo? Both, though a bit niche

PC

MEDAL OF HONOR: ALLIED ASSAULT
D 2015 P EA £ 29.99
I 243 NP 32
Class scripting, enemy AI and the WWII setting make for a tense if plot-light FPS

CIVILIZATION III
D FIRAXIS P INFOGRAMES
£ 29.99 NP 1
Videogaming crack. Complex, formulaic but so immersive it can mess with your emotions

OPERATION FLASHPOINT
D BOHEMIA P CODEMASTERS
£ 29.99 (GOLD EDITION)
I 236 NP 16
Bit cack-looking but quality war sim that'd convert a hippy to the art of soldiering

NOLF 2
D MONOLITH P VU GAMES
£ 34.99 I 254 NP 4
In a situation reversal worthy of any spy movie, Cate Archer's second adventure is everything the rubbish original wasn't. A funny, inventive and great-looking stealth FPS, it proves PC one-player gaming is very much alive

HALF-LIFE
D VALVE P VIVENDI I 206
£ 9.99 B NP 16
Dated but still a byword for classy, story-driven shooters, better than many new releases – even today

PERSONAL RECOMMENDATION

Top five kings of the videogame jungle. This month: Rupert Easterbrook, lead producer of Vietcong

PRO EVO SOCCER 2 (PS2)
D KONAMI
P KONAMI £ 39.99 NP 8
"By far the best football game. I've been playing versions of this for over four years and they just keep getting better. I prefer this 'real' football to the more arcade approach"

GTA VICE CITY (PS2)
D ROCKSTAR NORTH
P ROCKSTAR GAMES
£ 39.99 NP 1
"WOW! Free-roaming gameplay, hardcore content, excellent storylines. This is the lick"

COUNTER-STRIKE (PC)
D VALVE SOFTWARE
P VALVE/VIVENDI
£ DOWNLOADABLE NP 32
"Do I really need to say anything? I think not"

DEAD TO RIGHTS (XBOX)
D NAMCO P EA EUROPE
£ 60 (US IMPORT)
UK RELEASE: 31.01.03 NP 1
"Bloke-orientated arcade fun! Not as slick as Max Payne, but it does have bullet time. You can pull off some heroic manoeuvres in tight situations"

MAFIA (PC)
D ILLUSION SOFTWORKS
P TAKE 2
£ 29.99 NP 1
"I love the cinematic feel of this. Some of the situations the player finds himself in are truly tremendous. Set in '30s America, the attention to detail is stunning"

BEST IMPORT

POKÉMON RUBY AND SAPPHIRE
D NINTENDO/GAME FREAK P NINTENDO
£ 50 EACH – JAPANESE IMPORT, OUT NOW
£ TBC – UK, RELEASE SPRING 2003 NP 4 (LINK CABLE)
Handheld gaming doesn't get any bigger than this. Love it or hate it, you won't be able to ignore it when these latest instalments re-ignite the gaming phenomenon

CVG THE TEAM

They eat, drink, sleep and pass videogame-shaped stools, you know

	Lee Skittrell Reviews Editor	Mike Cooper Staff Writer	Jimmy Francis Staff Writer	Paul Davies Contributing Editor	Alex Simmons Editor	Dean Scott Freelance	Maura Sutton Freelance
Most unlikely new year's resolution	*"Become Pro Evo 2 Lord Of The Pitch"*	*"To become The Lord Of The Dance"*	*"Stop playing games and spend more time in the gym"*	*"Stop battering Alex on Pro Evo 2"*	*"Stop destroying Paul at Pro Evo 2"*	*"I will buy with my own money a game for a system that still exists"*	*"To transform into a super-heroine and fight crime"*
Who are you?							
Playing for pleasure?	■ Star Fox Adventures ■ Kingdom hearts ■ Dominoes with Gran (well, it is Christmas)	■ Metroid Prime ■ Metroid ■ Metroid Fusion	■ Pro Evolution Soccer 2 ■ Resident Evil ■ Eternal Darkness	■ Pro Evolution Soccer 2 ■ Metroid Prime ■ Pokémon Ruby/Sapphire	■ Metroid Fusion ■ GTA Vice City ■ Steel Battalion	■ Metroid Fusion ■ New Zealand Story ■ Splinter Cell	■ Kingdom Hearts ■ Star Fox Adventures ■ James Bond: Nightfire
Finish this sentence: 2003, the year that...?	*"...time forgot. Er, wait a minute..."*	*"...I will take over the World. Mwa-ha-ha!" (Ed – Surely that should be Metroid takes over...)*	*"...Frodo Baggins kicks Harry Potter's scrawny butt. Huh!"*	*"...games become even better than they were in 2002. Good. Gawd"*	*"...that starts on January 1"*	*"...Sega has the chance to point at Nintendo and laugh its ass off"*	*"...dragons invade the earth. Be very afraid"*

the Getaway

Like **Lock, Stock** – minus the **smoking barrels**

Cops are stupid but give them the chance and they will pounce to arrest you

GAME INFO BOX

NUMBER OF PLAYERS: **1**

COST: **£39.99**

PUBLISHER: **SCEE**

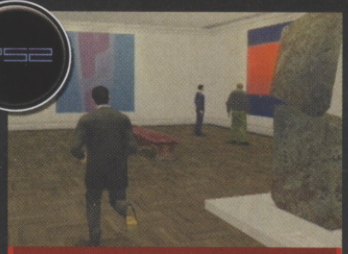
OUT: **NOW**

DEVELOPER: **SONY TEAM SOHO**

URL: **WWW.THEGETAWAY.CO.UK**

This is difficult.

Over the past 18 months or so, any alert gamesplayer will have been getting increasingly fired up about The Getaway. We've seen gorgeous shots detailing the fantastic photo-realistic visuals. We've all read the development team's quotes regarding their great ambitions for The Getaway to become the historical title that gets one step closer to merging videogames with movie-like experiences. And we all know about the £5 million invested and three years in development. In that same period, we've had two Grand Theft Auto games and the opportunity for our Getaway expectations to bloat – aided by Sony's campaign of teasingly drip-feeding information. It's a strategy that works brilliantly if the end product can match the hype. But with The Getaway, this ain't the case.



"I'm 'ere to look at the art", says Mark before unleashing the big guns

Take a leisurely spin through Admiral's Gate down to Buckingham Palace

Mark stops off mid-mission to buy some Clearasil for his dodgy complexion

GANGSTER'S BALL

It is fair, however, to start with what The Getaway gets right. In their efforts to create a gritty British gangster movie feel, Team Soho has created perhaps the most striking outdoor environment ever seen in a game. Anyone who knows the capital will be bowled over by the accuracy – many of stores are in their correct places – of a real central London.

GTA: VICE CITY

BETTER THAN / WORSE THAN **THE GETAWAY**

DRIVER 2

Stealing cars is the closest you'll get to the mighty Grand Theft Auto here

Better yet are the game's set pieces, if not wholly in execution, then certainly in concept. One mission sees you trying to cause a Triad gang to give chase by leaving the twitching corpse of one of their compadres on their doorstep. Tearing through the streets with Triads and cops on your tail, you lead your rivals to their

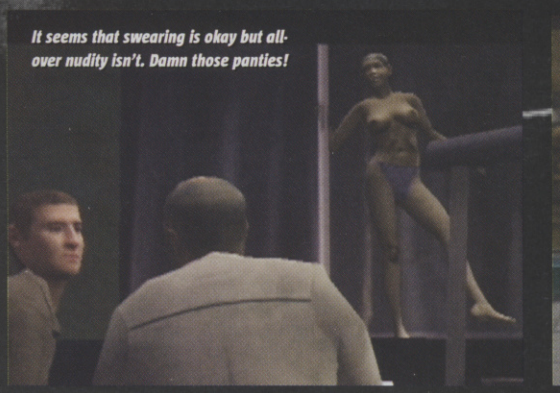
We've never seen Tottenham Court Road so devoid of drunken vagrants

WALL HUGGING

If you see splotches of red on your hero's natty threads it's likely you need to rest and recover. Lean against a wall to regain your health and the ability to walk. Conveniently, any goons nearby are likely to wait for you to heal before they come after you. How very sporting of them.

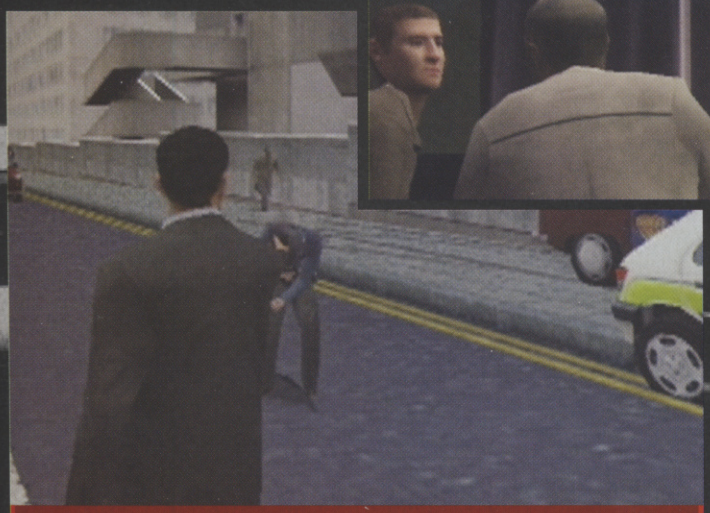
1 It's almost curtains for Mark as he limps painfully and pathetically to safety

2 It looks like he's blowing chunks but this is actually your hero healing himself



It seems that swearing is okay but all-over nudity isn't. Damn those panties!

Goodge Street. CVG's offices are just off the map to the right down here

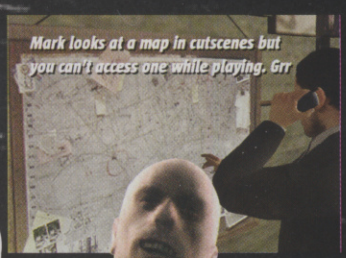


Prepare some contemporary 'art' of your very own outside this trendy gallery

Take your freshly stolen vehicle for a spin through the mud of Hyde Park

deaths in a cunningly engineered Yardie Vs Triad battle royale! Genius.

But perhaps the strongest asset is the story. Look beyond the duff acting and potty-mouthed 'gangsta' stereotypes and there's a mature and often brutal story about two central characters, played like puppets by powers beyond their control and thrust reluctantly into a bloody world of major league crime.

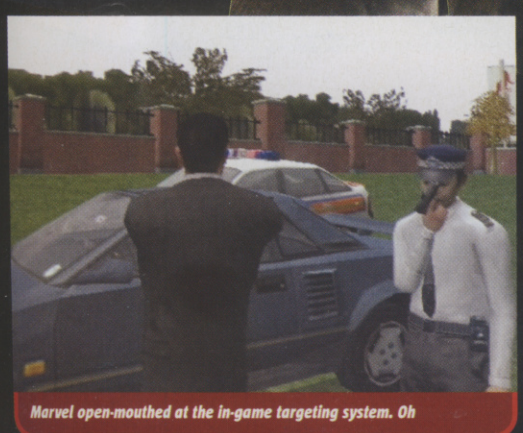


Mark looks at a map in cutscenes but you can't access one while playing. Grr

The game begins with ex-gangster Mark Hammond's wife getting shot and his son kidnapped by Mark's old gang. Framed for the murder, he's unable to go to the police.

In order to get his boy back, Mark is forced to run ever more dangerous errands for mob boss Charlie Jolson. Restaurants are torched, rival gang members capped – even riots instigated, and the best bit is you get to be in control of it all, however much your on-screen equivalent might protest.

Later, when the story takes a few unexpected twists, you switch control to bent Flying Squad cop Frank Carter. The two stories are interwoven masterfully and you'll often be able to experience the same events but from the perspectives of the two different characters.



Marvel open-mouthed at the in-game targeting system. Oh

A SPOT OF BOTHER

With such a solid, well executed story it's easy to see how the developer views The Getaway as a title that blurs the boundaries between action game and action movie. Unfortunately, for every one of The Getaway's good ideas, there's a whole bunch of problematic ones.

The trouble begins with the decision to remove many of the familiar conventions of videogames, like the radar and health bar. Your only clue when driving around the streets of London to your location is the blinking of your indicators when you approach a turning. Often, the blinkers don't kick in until you've turned the wrong way, and they don't always help you take the quickest route.

There's no doubting the accuracy in the visuals; even that dustbin looks real

If you had the freedom to cruise the streets, this wouldn't be a problem. Instead, though, there is an arbitrary and illogical timer system whereby you'll be given an audio clue (which sounds, oddly but perhaps intentionally, like someone playing the spoons) that you're running out of time. Couple this with the lack of a map to plan your route and you have some major driving frustrations.

THEY FIDDLED TOO MUCH

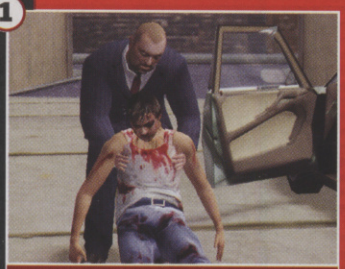
For a game that's supposed to be big on realism, it's these attempts at playing with the videogame format, and their subsequent lapses in logic, that cause the biggest problems.

As you take damage, your onscreen anti-hero gets progressively more beaten up and bloody. To recover health you need to lean against a wall to rest. The blood drains out of your clothes as you stand there, and you'll also be open to attack as well as bored to aggravated tears as the process can take 10 seconds or more – a long time in the thick of a battle.

THEY CAN'T DO THAT!

But they can, and they have. There's loads of swearing, lots of blood and quite a few horrible moments. It's not 18-rated for nothing, and the mature story line makes for some foul moments. It's not often you see a bloodied and battered, half-dead criminal strung up by the wrists being prodded with electrical current and vomiting down his blood-stained vest while his manic torturer pirouettes insanely around the room to the classical music playing on his stereo. We assume.

1



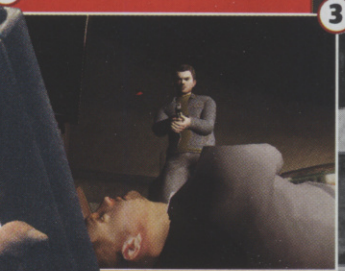
Mr Chai has been beaten into a bloody pulp and had his nads zapped. Ouch

And now Frank's taking out his vengeance on his foe's kneecaps. Ouch again

2

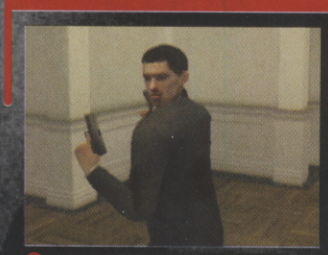
This is what happens when you back-chat a bunch of gangsters. Avoid

3



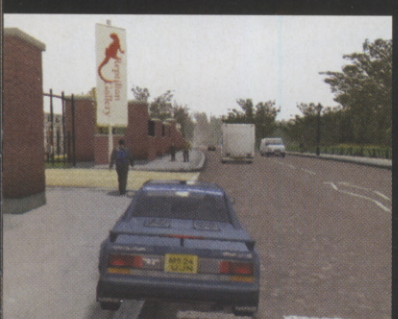
No mercy for this half-dead guy as more lead tears his flesh

4

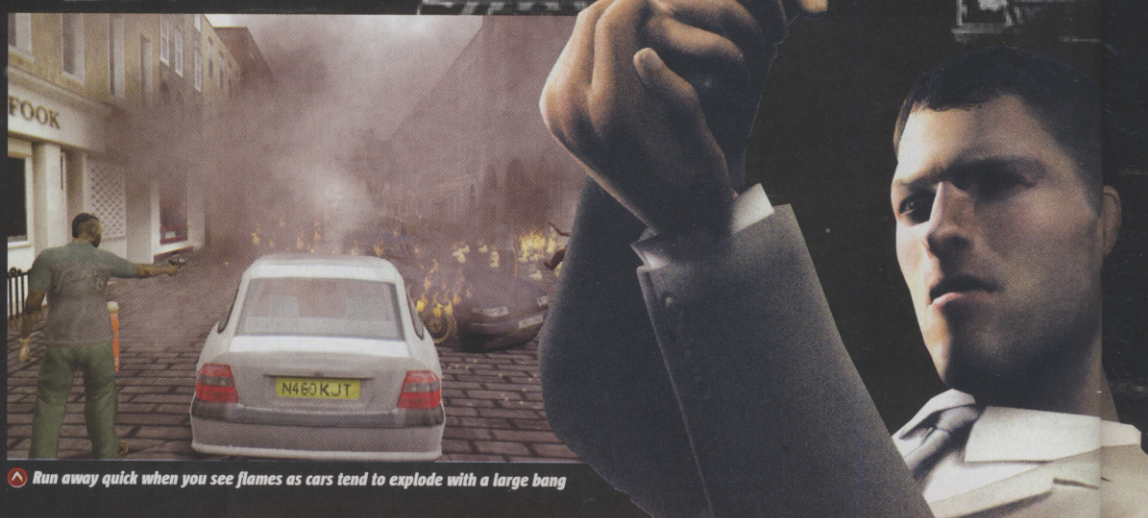


He's a bit of an ugly bugger, is our Mark, bless 'im. He stands funny too

Think you'll find it's a bit too late for a life assurance plan now, my son



Perhaps the real-life Hyde Park Serpentine gallery didn't like its name being used

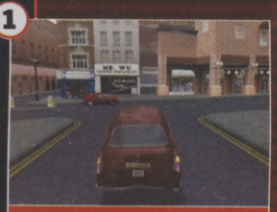


Run away quick when you see flames as cars tend to explode with a large bang

AND ON YOUR RIGHT...

One of the biggest thrills in The Getaway is driving around the familiar streets of London. This might not be such a hook if you live in, say, Halifax or Tokyo or wherever, but for Londonites and overseas tourists it's a pretty darned special experience.

1

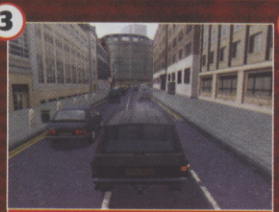


Turn down Charing Cross Road for great book stores

2

Carnage in the streets under the cruel gaze of Michael Ball

3



Big screen action at the BFI Imax cinema on the South Bank

4

Mark gets in line early for "The World's Most Popular Musical"

5

Even pawns in crime games need pizza from time to time

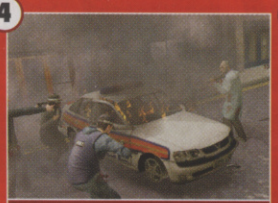
SHOOT HER! SHOOOOT HER!

Get to grips with the limitations of the controls and the lack of any kind of targeting reticule and you'll enjoy the shoot-outs. Though not particularly clever, the bad guys have sawn-off shotguns. Use your environment for cover and you should survive.

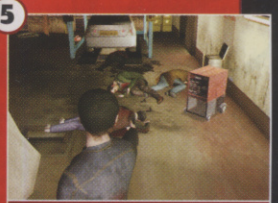
1 R2 lets you aim manually, but there's no crosshair

2 Okay, there's no shooting here, but it's still way cool

3 Create your own bloody art in Hyde Park's Reptilian Gallery



4 Is Frank a good guy or a bad guy? Play to the end to find out



5 Frank isn't pleased with the local garage's MOT results

It's a new idea, sure, but it interrupts the flow of the action and dramatically reduces the pace of the on-foot sections. What's even more daft is that leaning against a wall is in no way more realistic than picking up a health pack to recover from what would, in real life, be mortal gunshot wounds. Dur.

ARTIFICIAL IDIOCY

Enemy AI is weak. We stood in the doorway of the restaurant we'd just ripped apart with a shotgun in full view of the cops who made no move to arrest until we stepped one inch onto the pavement. Exploring a gallery for a secret Triad meeting (the Triads don't know you're a gangster yet), you wander onto the stairs that lead to the meeting room to be met with a flurry of gunfire. Hello, realism?

In a crowded art gallery, a member of the public accidentally wanders where he shouldn't be and the place turns into a bloodbath. Wouldn't it be more sensible for the guy on guard to say, "Sorry mate, this area's restricted" and then leave you to find another, perhaps stealthier, way in?

Given The Getaway's on-foot exploration engine, though, perhaps it's best the game doesn't require any stealth skills: your hero is hugely limited in his moves. No jumping, no scaling objects, not even a look-around view to suss out your surroundings.

Police will form road blocks and even lay down stingers to stop you. They're such spoil-sports

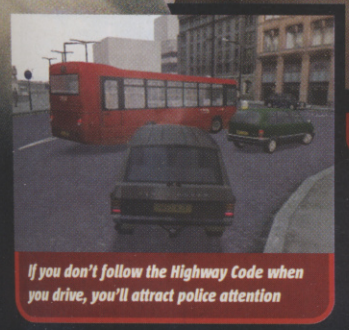
Shoot the cases of drink in the warehouse and liquid will trickle out. Nice

Hop into a bus or truck and switch to this neat view

Instead, most missions begin and end with simple shoot-outs in which surviving long enough is usually enough. What a waste.

There are many more problems with The Getaway: the imbalanced difficulty level, the flawed targeting system, the rigid and painfully linear way you progress through the game. The worst of it is there's a great game here buried beneath the rubble of poorly executed and ill-thought-out gameplay ideas.

We don't want The Getaway to fail; neither are we trying to be controversial with our score. There's simply too much wrong with the game to make it anything more than a disappointment. Ambition to take games further is great – it just has to work in practice. The Getaway doesn't.



If you don't follow the Highway Code when you drive, you'll attract police attention

ALEX RECKONS

You can see what the developer tried to do and it's painful to view the end result as a bit of a failure. It's playable, but it promised so much more. Ultimately your actions are too restricted and you have a lot less fun than you should do.

VERDICT

It's got loads of neat ideas which almost work, but never quite come to fruition. A victim of its own hype, it feels too sloppy for such a high-profile release. **Lee**

GOOD VS BAD

- Really looks like 'Old London Tahn'
- Great set pieces
- Fantastic visuals

- Fundamental gameplay flaws
- Feels very rushed
- Too often a chore

IF YOU LIKE THIS TRY THESE...

- GTA: Vice City (PS2)
- Stuntman (PS2)

7
OUT OF TEN

SLY RACCOON

Wily rodent embarks on cartoon stealth-sneakery of the coolest kind

SAFE, MAN

Bentley, Sly's turtle buddy, has the brains required to crack open the game's many safes. You must collect all the clues-in-bottles in every area before he can suss the code and seize the special moves inside – moves like these.

1. Slow time while jumping for easy avoidance of projectiles
2. Use the Dive move to spin your scythe for better range
3. Roll around like Sonic to avoid attacks from bad guys
4. With the ninja jump, land safely atop precarious points

GAME INFO BOX

NUMBER OF PLAYERS: **1**

COST: **£39.99**

PUBLISHER: **SONY**

OUT: **NOW**

DEVELOPER: **SUCKER PUNCH**

URL: **WWW.SLYCOOPER.COM**

Striped tail bobbing, the cute little mammal hops nimbly from garden fence to washing line. Deftly and swiftly the raccoon crosses the line by suspending himself underneath and shimmying across.

With one graceful leap he's made it through the open kitchen window and before you even have time to register what's happened, the no-longer cute critter has stuck you with his scythe and made off with your home cinema kit, your wallet and the last remaining shreds of your dignity.

Climb the mast for maximum coin blaggage!

Look around using Sly's goggles to find a range of important objects

The boat graveyard is a perfect example of just how tasty the game looks

REVIEWER
LEE SKITTRELL

Sly Cooper is the star of the show. A bunch of cartoon criminals called the Fiendish Five has stolen the Cooper family heirloom, a thieving bible called the Thievius Raccoonus, and Sly's out to reclaim it, and as much loot as possible on the way.

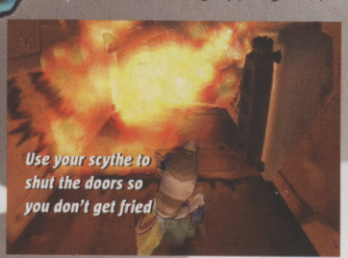
Crouch down low and get ready to pounce energetically from high above

These cardsharps hurl their razor-edged cards at you, so slow time to leap them

MIKE COOPER

The game is a mixture of familiar gameplay styles, contained within a highly stylish cel-shaded cartoon atmosphere.

Much of the game takes place on Sly Cooper's nimble paws as you use a dazzling array of stealthy moves to negotiate the expertly designed environments. Armed with a scythe that doubles up as a grappling tool,



Use your scythe to shut the doors so you don't get fried

Sly can hang upside down from ropes, grab and swing on hooks and pipes and hide behind – and sneak around – objects, Metal Gear-style. Later on Cooper will climb atop gun turrets, scramble into vehicles and even go deep sea diving.

That's just for starters. By collecting enough clues littered about the worlds, you can win new sneaking moves and dangerous new attacks with which to battle the Fiendish Five's cronies and security systems.

Cooper controls like a dream, and the fluidity of movement perfectly suits the sneaky-stealthy comic book action. Level challenges are tough and varied, with only the occasional duff mini-game slowing the pace.

PURDY PACKAGE

You'd best scrub yourself down before you play because Sly Raccoon is probably the slickest platformer out there. From the beautiful visuals and

What came first out of these: Link's barrel-hide or Cooper's?

FLEX YOUR FINGERS

There's a new challenge almost every step of the way and the game never gives you a moment's rest. Whether you're avoiding the gnashing teeth of tethered pit bulls, or leaping between laser beams of death, you'll find this is one of the most dexterously demanding games you'll have played in a long while.

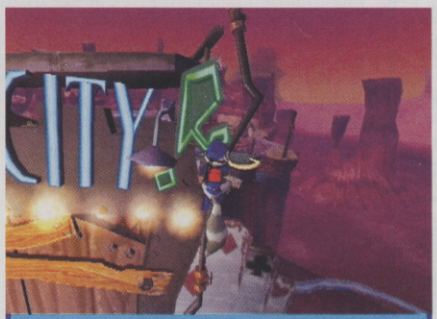
Grab the coins from the precariously angled cars

The coach rocks, the floor is electric and the lasers burn fur

Stop the crabs stealing the chests in this weak mini-game

From your sniper's position protect getaway driver Murray

The dungaree-wearing beavers look harmless enough but they burp fire



Spot the wily raccoon! The clever use of camouflage to conceal yourself is key to success in the Wild West

Run on the treadmills you find in order to activate nearby machinery. Lucky Sly's in good shape!

The scythe lets you hook onto hoops and swing to safety

Get hit just once and you're toast, sometimes literally

smooth 60Hz frame-rate to the superb musical score and Tex-Avery-meets-Metal-Gear cartoon feel, it's a stunning package. It's nearly impossible to tear yourself away when playing, even during the occasional super-tough frustrating sections.

Like every other platform game, there's not much that's wholly original in Sly Raccoon. Still, it's so polished, so stylish and so much fun that you probably won't care. With recent class acts like Haven, Ratchet And Clank, Ape Escape 2 and even Platinum classic Jak And Daxter, PS2 is clearly the machine of choice for first-class platform action, with Sly Raccoon way out in front, leading the charge.

VERDICT

All the elements of the finest platform games of the past few years presented in a unique way makes for PlayStation 2's best platform game yet. **Lee**

IF YOU LIKE THIS TRY THESE...

- *Metal Gear Solid 2 (PS2)*
- *Haven (PS2)*

GOOD VS BAD

- Gorgeous visuals
- Quick-witted action
- Good variety of challenges

- Collecting all the clue bottles is super-frustrating
- A few duff mini-games

8

OUT OF TEN

Battle Engine aquila

PS2 XBOX

Has **Halo looks** but plays more like **a flight sim**

GAME INFO BOX

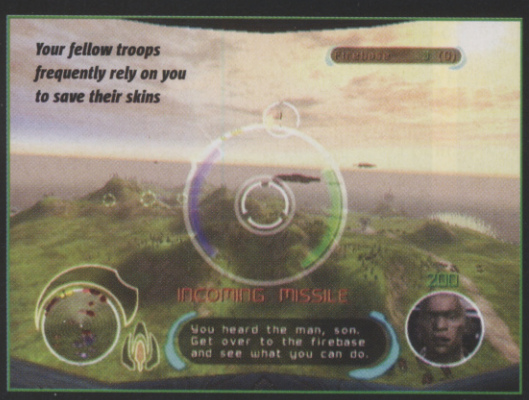
NUMBER OF PLAYERS: **2**
COST: **£39.99**
PUBLISHER: **INFOGRAMES**
OUT: **JAN. 24**
DEVELOPER: **LOST TOYS**
URL: **WWW.INFOGRAMES.CO.UK**

Marvel at the tiny troops running away, then crush them mercilessly

If the constant winter drizzle has been getting you down lately, just be grateful that you're not living in Battle Engine Aquila's version of the future: global warming has resulted in the mother of all floods, leaving all but the high ground submerged.

As a result, the world has descended into damp chaos, with two warring factions, the Muspell and the Forsetti, each desperate to cling onto their dwindling territories.

A decent hairdo should be affordable now he's been promoted



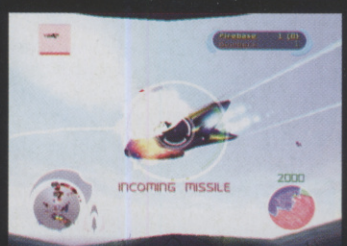
Your fellow troops frequently rely on you to save their skins

MECH MY DAY

This grand story line is played out through the experiences of a humble mechanic-turned-mech pilot, Hawk Winter. Via exquisite cutscenes you watch as Hawk gets to take charge of the ultimate war weapon, an all-powerful battle mech that can transform into either a soaring Jet or a ground-stomping Walker with one press of a button.

Some weapons allow for multiple targeting and others are better for strafing

You have to think strategically when dealing with multiple enemy attacks



The midair dogfights are spectacular as the enemy attempts to batter you

HALO — BETTER THAN — **BATTLE ENGINE AQUILA** — WORSE THAN — **GUNGRAVE**

The game's 30-plus missions are all fairly short but intense. Usually Hawk will be dispatched to a trouble spot, possibly to defend a Forsetti base from Muspell assault, or to make a pre-emptive strike on an enemy beachhead.

As you progress through the game you'll get to choose between increasingly advanced Battle Engines with a more powerful and diverse set of weapons, as well as being able to hand-pick your wingmen and women before you start each mission.

IS IT A BIRD, IS IT A PLANE?

The prototype Battle Engine Aquila is the ultimate in revolutionary killing machines. The beast proves just as lethal when dogfighting in the skies against enemy jets as it is when moving at lightning speeds across island terrain.

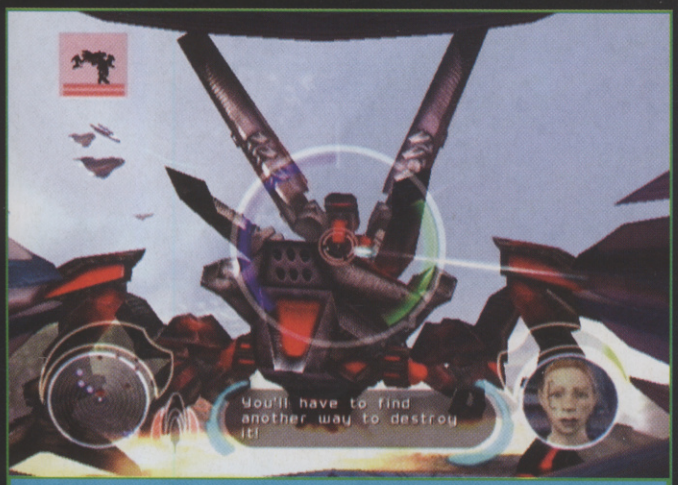
1.
Unload torpedoes on an advancing battalion for pure exhilaration!

2.
On the ground strafe the enemy with Vulcan Cannon fire

3.
You can only stay airborne for a finite period, which is frustrating

4.
Walker Mode is more effective for defensive missions close to base...

5.
...While this convoy escort mission is mainly sky-bound



Try to find this monstrous boss mech's vulnerable point before it finds yours

Your Battle Engine HUD has a targeting camera top-left, and a comms channel bottom-right

LOOKS THAT KILL

This is the sort of game that really shows off the astonishing graphical capabilities of the Xbox. The island battlefields look like paradise even though there's a war going on, and as with Halo you can zoom in to focus on the smallest of details. The difficulty level is pitched just right too. It's a tough game, but not joypad-chucking hard. There are all sorts of extras such as FMV, illustrations and new wingmen to unlock, and the route you take through the game can change depending on how well you perform, Starfox 64-style.

All of which combines to make for a good value for money game. However, here comes the fly in the ointment: the gameplay involves the same shoot 'em up action through all the missons, which limits Battle Engine Aquila's long-term appeal.

VERDICT

Much more of an arcade-style battle/flight sim than a Halo-style FPS. If you like airborne dogfights and huge battle scenarios, you'll enjoy this. **Maura**

GOOD VS BAD

- Huge environments
- Lavish cutscenes
- Gorgeous-looking futuristic worlds

- Can't leave your Mech
- Little variation in gameplay
- Hawk's orange hair dye

IF YOU LIKE THIS TRY THESE...

- *Star Wars: Clone Wars (PS2, GC)*
- *Dropship (PS2)*

7 OUT OF TEN

MORROWIND: TRIBUNAL

GAME INFO BOX
NUMBER OF PLAYERS: 1
COST: £19.99
PUBLISHER: UBI SOFT
OUT: NOW
DEVELOPER: BETHESDA SOFTWORKS
URL: WWW.ELDERSCROLLS.COM

PC CD ROM

Morrowind is one of the beardiest games around and this expansion pack brings more of the same free-roaming, open-ended gameplay. The quests in Tribunal take in the capital Mournhold and loads of new creatures, armour and weapons, with an improved journal and map system.

All this takes place over a huge world but its quirkiness and slow pace mean it will only appeal to a very specific market.

What all woman will look like by 2050 - hope we die soon

7 OUT OF TEN

BIG MUTHA TRUCKERS

GAME INFO BOX
NUMBER OF PLAYERS: 1
COST: £39.99
PUBLISHER: EMPIRE INT.
OUT: NOW
DEVELOPER: EUTECHNYX
URL: WWW.EMPIREINTERACTIVE.COM

PS2 XBOX

The game with *that* name is finally here and it's a bit of a disappointment. The GTA-inspired free-roaming levels are impressively large, but the missions are mostly quite dull.

The graphics are also pretty bland, even on the more powerful Xbox. In fact, the best bit of the game is listening to the humourous banter and stupid adverts on the radio.

Driving a truck is pretty difficult, especially with idiot police cars cutting you up

6 OUT OF TEN

SHREK SUPER PARTY

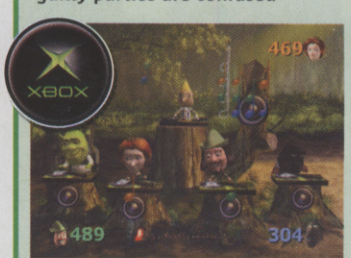
GAME INFO BOX
NUMBER OF PLAYERS: 1-4
COST: £39.99
PUBLISHER: TDK MEDIACTIVE
OUT: NOW
DEVELOPER: TDK MEDIACTIVE
URL: WWW.TDK-MEDIACTIVE.COM/GAMES/GAMES.CFM?PL=5&GA=152&SE=1

XBOX

Party games, eh? Gawd alone knows who's been buying them – most likely the guilty parties are confused parents and idiot children, oblivious to the error of their ways.

This Shrek effort is exactly what we've come to expect from party games: appalling mini-games, tiny on-screen characters and unimaginatively designed game boards to play on.

Possibly fun for an afternoon's rent spent playing with your remedial cousin, but otherwise avoid, avoid, avoid.



Most games involve simply pressing one button, time and again, to win

4 OUT OF TEN

APE ESCAPE 2

Runaway chimps in fancy undies. Yes!

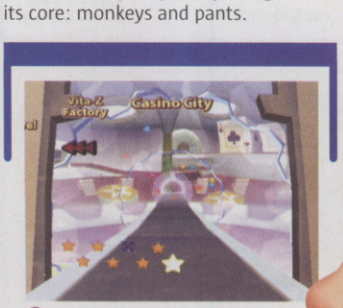
GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £39.99
PUBLISHER: SONY
OUT: NOW
DEVELOPER: SONY
URL: WWW.APEESCAPE2.COM

Climb aboard this bizarre baby bot and shake, rattle and roll

Videogames generally aren't all that funny. Despite the occasional giggle at some unintentionally hilarious piece of dialogue or clunky animation, there's normally more chance of you pulling Holly 'bedspread' Valance than bursting out laughing while playing a game.

Ape Escape 2, however, is different. It has more inventive and off-the-wall humour in it than a whole stack of its console platform game contemporaries. Plus, it's got two inherently very funny things at its core: monkeys and pants.



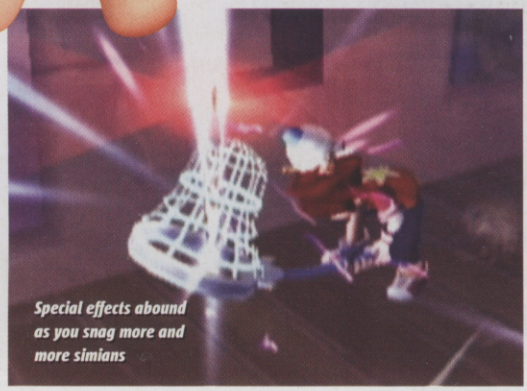
Even the usually humble stage select screen is wacky in Ape Escape 2

This ape thinks you can't reach him, but you and your catapult know different

Give the raging bull a hefty whack to expose the monkey controlling it inside

NIPPLE-HEAD

It really doesn't matter how, but the monkeys have got hold of a shipment of Peak-Point helmets. These nipple-like noggin warmers increase monkey intelligence. The first thing the monkeys do is don a bunch of different pants to hide their nakedness. The second? Plot to take over the world!



Special effects abound as you snag more and more simians

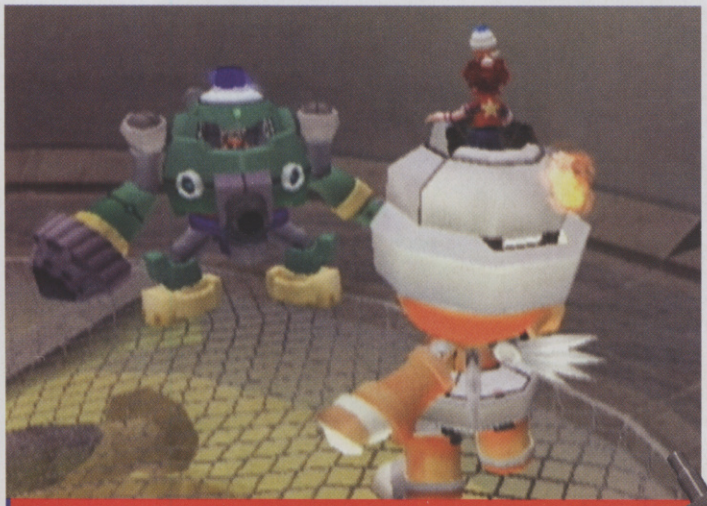
The monkeys' enhanced intelligence means that you'll be up against some tricky simian-snatching action as you try to catch all the monkeys in each stage. The trouble is, the monkeys all behave differently depending on what colour pants they're wearing.

White pants indicate the monkeys are blind but respond to movement by lobbing bombs at you. Apes wearing blue grundies are the fastest runners and very tricky to catch without help from one of your many gadgets. Later on the monkeys even wear full costumes and take on the appropriate

VEND ME, SHAPE ME

Collecting coins is no new thing for a platform game, but at least you actually get to spend your hard-blagged booty in Ape Escape 2. Play around with the vending machine to win anything from nonsense stories to special Ape Escape factoids, and unlock ace mini-games and soundtracks.

No time for pillow talk, folks; snaffle that monkey!



Bash up the other mechs while dressed as a giant robotic toddler. Er...

Use your newly acquired catapult to snipe hidden apes in previously cleared stages

Look at monkey stats here, or the pictures won from the vending machine

Each monkey has its own attributes and very snappy dress sense

characteristics of, among others, matadors, medieval knights and particularly vicious court jesters.

HIK-HIK-HIKARU!

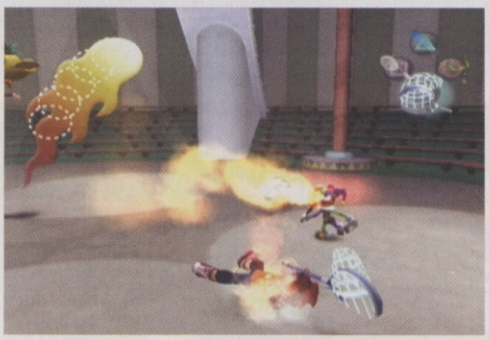
Faced with an array of such deviously skilled simians, you'll need some specialist gadgets. Happily, Ape Escape 2 is full of 'em and what's more, you get one of the cleverest control systems with which to use them.

You move Hikaru around with the left stick as normal, but by assigning any of your gadgets to the action buttons, you can then select the one you want to use and activate it with the right stick. Say you're being attacked from all sides by annoying shellfish/pig hybrid monsters. You can simply equip the stun baton and then swing the right stick in the direction of the bad guy to bash him, or even spin the stick in a circular motion to execute a spin attack. Each gadget uses the right stick in its own way and even the simplest task is an ingenious use of the PS2 pad.

Most of all, though, Ape Escape 2 is all about fun – and lots of it. Whether you're chasing down super-speedy apes using your hula-hoop booster or sniping afro-sporting monkeys with a catapult, you're likely to be giggling the whole time.

And then, once you've busted the game's many challenges, you can play through again with a special radar that shows previously hidden items, and yet another time with a secret unlockable character.

The only downfall is the close similarity to the first game. Otherwise this is top-drawer platform puzzling that anyone with a pulse – and a sense of humour – will enjoy.



We thought jesters were meant to be jolly, funny characters, not vicious beasties

This may not seem like a subtle hiding place for a monkey, but it's damned funny, dontcha think?

SLY RACCOON
APE ESCAPE 2 (BETTER THAN)
JAK AND DAXTER

games VERDICT

Don't be fooled by this new instalment's kiddie visuals: Ape Escape 2 is hardcore, mental action at its finest. Bow low to the power of the monkey! **Lee**

GOOD VS BAD

- Mental humour
- Excellent control method
- Tough challenges
- Very similar to the first game on PSone
- Visuals pretty but plain
- Perceived as 'kiddie'

8
OUT OF TEN

IF YOU LIKE THIS TRY THESE...

- *Jak And Daxter (PS2)*
- *Ape Escape (PSone)*

GIMMICKS, GADGETS AND GOODIES

Many of the gadgets will be familiar if you played the classic monkey-snatching action of the original, but if you didn't, here are the first few doodahs you'll come across.

1

Monkey Radar: spin the right stick slowly to scan the area

2

Water Jet: helps Hikaru swim and also fires a net at marine monkeys

3

Dash Hoop: spin the right stick quickly to power up a turbo dash

4

Catapult: pull down on the stick then ping back to release the pellet

MINORITY REPORT

Futuristic fighting with a flying machine

GAME INFO BOX

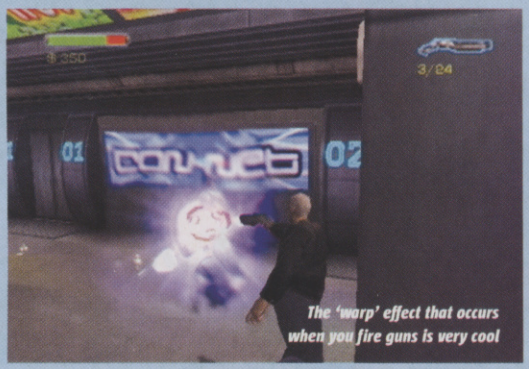
NUMBER OF PLAYERS: 1
COST: £39.99
PUBLISHER: ACTIVISION
OUT: NOW
DEVELOPER: TREYARCH
URL: WWW.TREYARCH.COM/OURGAMES/MINORITYREPORT/

Minority Report is all about 'Precrime': the art of predicting crime before it happens. We have our own clairvoyant here at CVG, and his name is Cackman. He predicted "another mediocre movie licence" for Minority Report. Was he right? Read on to find out...

Players take on the role of John Anderton, Tom Cruise's character from the film (although the vertically-challenged actor won't let his likeness be used), as he tries to stop an insidious conspiracy. So those who've not seen the film now know it has a happy ending. Phew.

HAND IN BARRAGE

The hand-to-hand combat used to fight the story's evil plotters feels very similar to the fighting in last

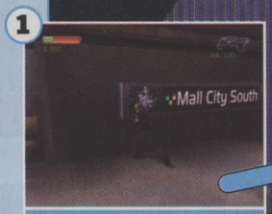


The 'warp' effect that occurs when you fire guns is very cool

Pick up fat blokes and chuck them against the wall

SMASH SOMETHING

In many videogames you find yourself running around trying to smash things, only to find they're actually untouchable. Not so here. One of the coolest things about Minority Report is that nearly everything is breakable, so you can try your hand at a spot of maximum destruction.



When you punch glass, it will shatter from the point of impact

Glean hours of fun from just walking around kicking gl-ass

Have a go at some therepeutic pot plant pruning

SUPERMAN™ THE MAN OF STEEL

As lethal as Kryptonite

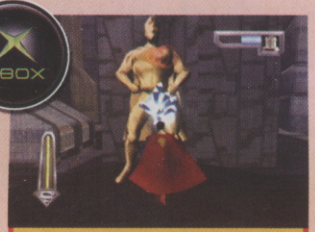
GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £39.99
PUBLISHER: INFOGRAMES
OUT: NOW
DEVELOPER: CIRCUS FREAK STUDIOS
URL: WWW.US.INFOGRAMES.COM/GAMES/SUPERMAN_THEMANOFSTEEL/

The Last Son of Krypton is one hard superhero but his games are so poor, you wouldn't blame him for using his red-hot heat-vision on the nads of the countless developers who have sullied his name.

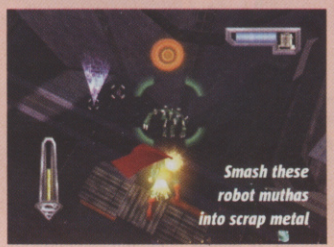
At first the wide-open environments and grandiose orchestral score raise your hopes for something special, but you soon get the measure of the poor gameplay. Most of the game is spent in the air and, although full flight is fine (if a bit slow), the frustratingly cumbersome controls for Hover mode make battling multiple enemies at once nigh on impossible.

The enemies have poor AI, but they still manage to bust Supes's ass by firing from a distance while your powers are rendered useless by the short-range-only targeting. Avoid like the Kryptonian Plague.



That's why he's nick-named the Man of Steel - we had our suspicions

This ugly green monstrosity is your main enemy



Smash these robot muthas into scrap metal

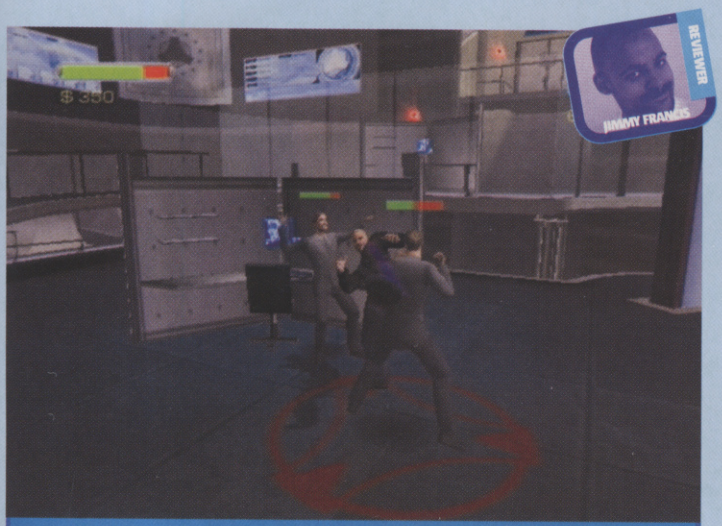
CVG VERDICT

It looks and sounds good, but immediately descends into repetitive battles, hampered by a cumbersome control system. **Jimmy**

GOOD VS BAD

- Big cityscapes
- Impressive graphics
- Orchestral sound
- Terrible controls
- Poor enemy AI
- Boring combat

4 OUT OF TEN

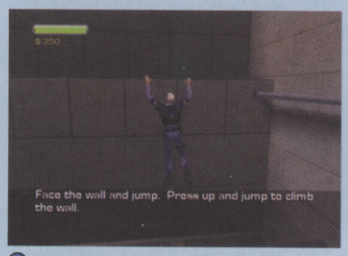


Move the right analog stick to select which unlucky bloke is going to be your next opponent

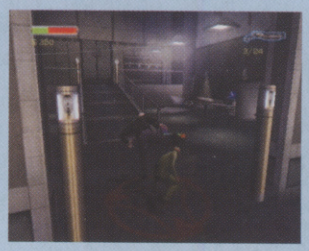
summer's Spider-Man game, and works very well. Over 20 combos can be executed by simply tapping button combinations, and you really feel the impact when the blows land. Picking up a scumbag and throwing him at a crowd of other enemies, then watching them topple like bowling pins is particularly satisfying.

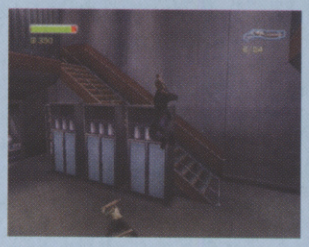
The weapons are great too. You can prod enemies to make them puke, or stun them from a distance then nip in for a few sucker punches. You can also upgrade your weapon and brawling capabilities by spending some of the money scattered throughout the levels.

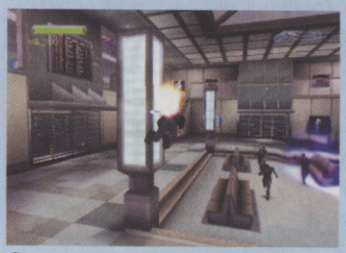
But despite all the attacks and weapons, and the impressively large levels, scouring huge areas looking for the next fight gets tiresome.



The training level is very limited, but will give you a feel for the game


This guy will hang on to dear life – he's very hard to kill using hand-to-hand moves


Take a running jump first to give your attacks more a bit more welly


Ah, the jetpack of wonderment! It could solve all London's congestion problems

Use the jetpack as a fun and effective way to get away from stubborn enemies

FIRE IT UP

Thankfully, the jetpack relieves much of the monotony. It adds a new dimension to fights, so you can fly into enemies to knock them out, then have your wicked way with them. Plus, the thrusters' hazy heat effect is among the best we've seen.

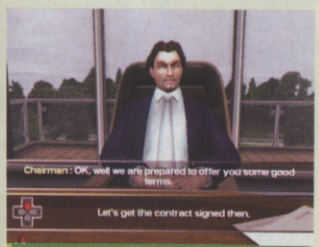
In fact, the graphics are great all-round. From the massive electronic billboards to the way glass shatters when hit, the result is a very futuristic -looking world. On this occasion it seems Cackman was wrong: there's no crime against videogames here. But don't tell him we said that.

CVG VERDICT

The fights can get repetitive, but flying around the gorgeous futuristic world with the aid of a super-powered jetpack is brilliant fun. ***Jimmy***

GOOD VS BAD
- Loads of combos
- Great graphics
- Cool jetpack
- Fights can get boring
- Some dodgy AI
- Levels can feel empty

7 OUT OF TEN



The chairman looks like the evil twin brother of Robert Pires

Arsène Wenger and Sir Alex Ferguson are two completely different creatures. The first succeeded through serenity and patience, the latter by blasting 'The Hairdryer' (a tirade of four-letter words) at anyone who dared to get in his way. Which route you'd take is the decision you must make in Premier Manager.

GAME INFO BOX
NUMBER OF PLAYERS: 1
COST: £39.99
PUBLISHER: ZOO DIGITAL
OUT: NOW
DEVELOPER: RUNECRAFT LIMITED
URL: WWW.ZOODIGITALPUBLISHING.COM

PREMIER MANAGER 2002/2003 SEASON

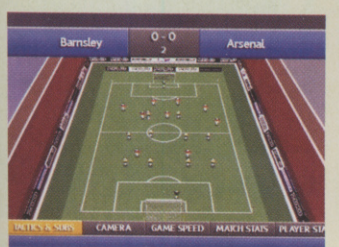
A game ripe for relegation

IT'S GOOD TO TALK

You see, unlike in other footie management games, much of your involvement in club affairs comes from direct conversations with the staff and chairman. It's supposed to be a 'personal' experience, but the result is frequent mind-numbing trawls through boring conversations like those in ISS 2000's career mode.

There are loads of stats, but it lacks the depth of Championship Manager: the conversations just disguise this fact. Compared to LMA Manager, the Subbuteo-style matches are unwatchable and, although the replays look good, the repetitive animations drag after your second game. The footie nutters who buy management games will want more for their money.

The replay animation is good, but it is used over and over again



Anyone for a game of table football?

This palmtop will rule your life as manager

Hey, he looks just like Freddie Ljungberg. After a face transplant

CVG VERDICT

Solid enough, with real teams, players and statistics, but without the volume or depth of other footie management games. ***Jimmy***

GOOD VS BAD
- Solid gameplay
- Replays good for the first few games
- Lacks depth
- Dull conversations
- Boring matches

5 OUT OF TEN

DEFENDER

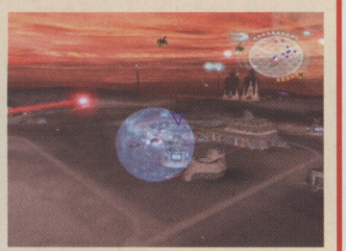
GAME INFO BOX
NUMBER OF PLAYERS: 1-2
COST: £39.99
PUBLISHER: MIDWAY
OUT: NOW
DEVELOPER: MIDWAY
URL: WWW.DEFENDER.MIDWAY.COM

As a faithful remake of the Eighties space blast 'em up, Defender works pretty well. It keeps the original's lone-fighter-against-alien-scum style (albeit in 3D), there are swarms of enemies to kill and it features some cool retro sound effects.

On the downside, the missions have little depth and it's much too short, with the poor multiplayer providing little replay value. Fun for a few hours, but not for 40 quid.

6 OUT OF TEN

The action can be eye-bleedingly furious



The shield comes in handy for protection

The hostile craft are weird bio-mechanical vessels of death!

MEDAL OF HONOR: FRONTLINE

GAME INFO BOX
NUMBER OF PLAYERS: 1-4
COST: £39.99
PUBLISHER: EA
OUT: NOW
DEVELOPER: EA LA
URL: WWW.MEDALOFHONOR.CO.UK/FRONTLINE/INDEX.HTM

The console world's favourite WWII shooter explodes onto Xbox. Don't get too excited, though, as this is a standard conversion of the PS2 game, and you can expect to see PS2-quality visuals on your super-powerful Xbox. This is hardly a problem though, since the game is as good as ever, plus on Xbox you get something glaringly absent on PS2 – four-way split-screen multiplayer head to heads.

8 OUT OF TEN

The beach level will leave you gibbering

Go nuts and shoot the Germans but remember, kids, it's only a videogame

Multiplayer games are fairly good fun and definitely add to the package

THE SUM OF

Less than the sum of its parts

GAME INFO BOX
NUMBER OF PLAYERS: 1
COST: £39.99
PUBLISHER: UBI SOFT
OUT: NOW
DEVELOPER: RED STORM
URL: HTTP://SUMOFALLFEARS.UBI.COM

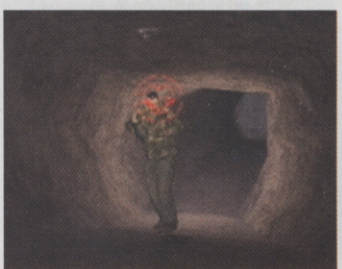
Here's something strange for you to mull over: a first-person shooter that replicates the dubious thrill of those creaky old steady-hand skill games where you have to guide a loop of metal around a rusty old coat hanger without shaking and touching the metal.

The action and story line of The Sum Of All Fears is based loosely around the events of the so-so movie, while taking its gaming inspiration from previous Tom Clancy games, only it's been dumbed-down so much that it even gives you a line on the on-screen map to follow to remove any brain effort.

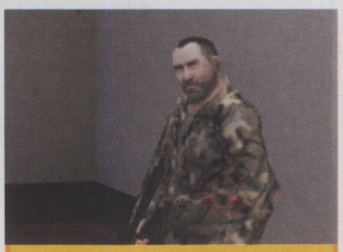
Your gun doesn't appear on screen so you need to pay attention to the cursor

Team-mate casualties can result in you failing the mission so don't shoot them!

A cool fuzzy effect appears on screen when you get shot square in the head



End this goon's misery of having to patrol such dull locations with a humane headshot



This guy doesn't look very pleased to see you, does he? Or maybe he's just confused

SILLY BILLIES

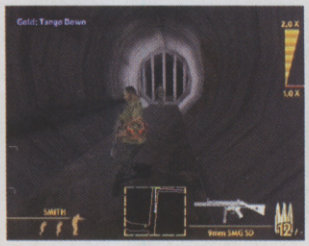
Your squaddie team-mates are so dense, we wonder how on earth they graduated from military training. Fortunately, you're not up against criminal masterminds as the terrorists exhibit even less intelligence than your idiot buddies. Only on the most difficult setting do the enemies buck up their ideas.

1

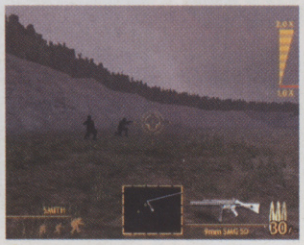
Stiff challenges like climbing stairs confuse your buddies, who bump into each other

2

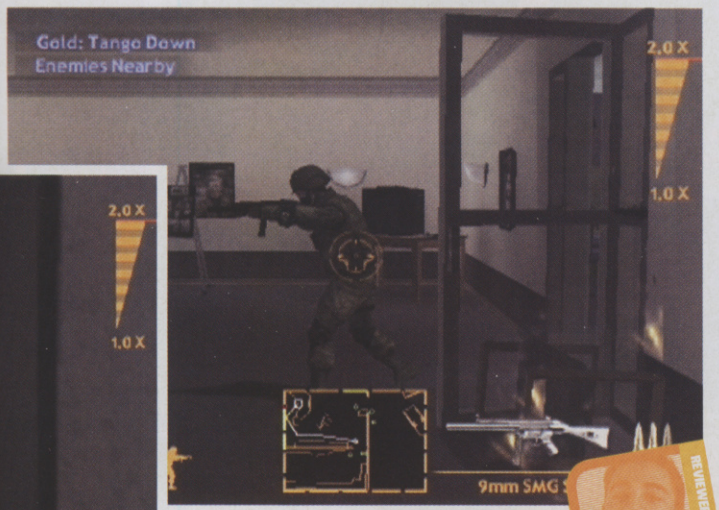
ALL FEARS™

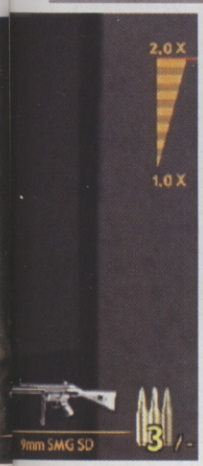


Hardly setting your PS2 alight with vibrant pyrotechnics, is it now?

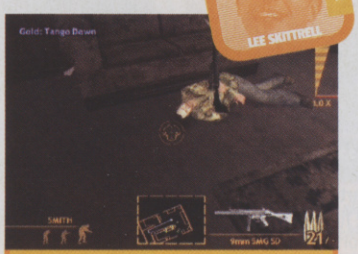


There are some really vast outdoor levels but they all look a bit rank





Shooting fellow marines in the kidneys won't make you all that popular back in the barracks



This guy was so dissatisfied with his new IKEA sofa he died. Extreme reaction...

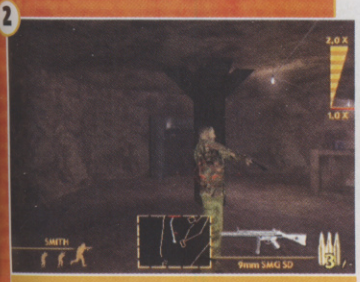
FEARFUL FIRST-PERSON

Compared to many of the recent first-person games on PlayStation 2 like TimeSplitters 2 and Red Faction 2, The Sum Of All Fears really isn't very good. Still, as the first Tom Clancy game on the system you get loads of stuff that you won't find in other console shooters.

You work as part of a team for one thing, and can select the type of supplies you enter the mission with (different kits make the missions play out differently), as well as the team-mates you take along with you.

Unfortunately, also thrown into the mix are lame visuals, a stuttering frame-rate, shocking enemy AI and the sense that you're being babied through the action rather than ever being fully in control.

And if you're expecting any mission planning strategy like in the Rainbow Six games, get ready to be sorely disappointed as there's none on offer here. Boo.



As if a trained fanatical terrorist wouldn't spot you from this close up. Honestly...

CVG GAMES VERDICT

Just about saved by its Tom Clancy-ness but this is a rough conversion of an average PC game, let down further by dodgy AI. **Lee**

GOOD VS BAD

- Good story
- Lots of parameters to tweak
- Dull visuals
- Terrible enemy AI
- Not much fun

6
OUT OF TEN

Skidding out of control is actually a surprisingly difficult thing to do

It's wheel-to-wheel action all the way on the Melbourne section

GRAND PRIX CHALLENGE

An F1 game that's **too easy?**

GAME INFO BOX

NUMBER OF PLAYERS: **1-4**
COST: **£39.99**
PUBLISHER: **INFOGRAMES**
OUT: **NOW**
DEVELOPER: **INFOGRAMES**
URL: WWW.INFOGRAMES.CO.UK

The replays show off GP Challenge's crisp visuals to great effect

Ah! The roar of the crowd, the screech of the engine, the frustrated pad-smashing of someone playing an F1 game. Well, in theory at least, not anymore: GP Challenge's big selling point is the ease with which beginners can start playing.

On top of the normal difficulty levels, you can also choose Beginner from the three levels of handling, and the PS2 will do the difficult braking for you. The resulting race wins are simply TOO easy: you just hold down the accelerator and steer. And by the time you move on to Expert handling, the oversteer will be driving you crazy.

It may have solid graphics and sound effects, but as it's the quality of the racing that distinguishes F1 games, Grand Prix Challenge is not really worth your cash.

Cornering is one of the most important elements to master in the game

That's got to be the best likeness of David Coulthard we've seen in a long time!

An alternative perspective on the world... Time for a pit stop, perhaps?

CVG GAMES VERDICT

Making an accessible F1 game is a good idea, but unfortunately the developers haven't managed to pull it off with this. **Jimmy**

GOOD VS BAD

- Loads of cars and drivers
- Crisp graphics
- Races can be too easy
- The cars oversteer
- Annoying soundtrack

5
OUT OF TEN

BMX XXX

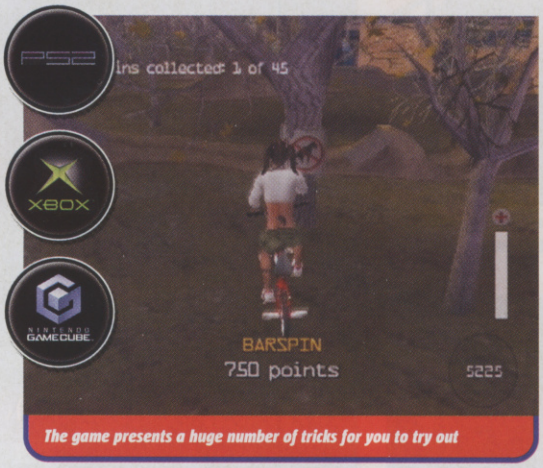
Getting their **128-bits** out **for the lads**

GAME INFO BOX

NUMBER OF PLAYERS: **1-2**
COST: **£39.99**
PUBLISHER: **ACCLAIM**
OUT: **NOW**
DEVELOPER: **Z-AXIS**
URL: **WWW.BMXXXX.COM**

If DOA Volleyball is gaming's softcore Channel 5 movie, BMX XXX is the hardcore porno. Swearing, sex and violence might not be clever in your mum's book, but they tend to sell a lot of videogames, especially when rolled into one. Cue BMX XXX.

As the name suggests, XXX is a rude game. From a pimp who screams, "I'm a bitch-slap yo' ass!" when you knock him over to a constipated builder who needs his portaloo shaken, it's mostly very funny and has been woven surprisingly well into the gameplay. You can even win live-action strip videos by completing certain challenges.



The game presents a huge number of tricks for you to try out

SCRAPPY DAPPY-DOO

Z-Axis has gone down the Hawk route with challenges picked up from characters scattered round levels, and completing one usually unlocks another. Collect cans in one level and a tramp sells them, scores drugs and starts a fire that you then help the fire brigade put out. If they're not on strike, that is.

Levels are free-roaming and you can still rack up points by pulling off tricks, but ultimately progress in the main Hardcore Tour mode is pretty linear, though that's not a big problem.

Levels themselves are smaller than in Hawk's 4, but are designed well with loads of furniture to trick off, while the gritty style seems apt.

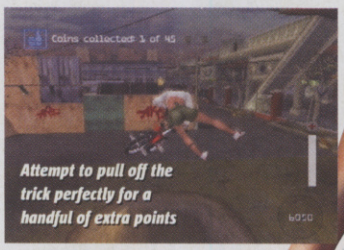
What *are* a pain though are the controls, which aren't as responsive as you'd expect, making some timed tasks excessively tough. XXX is also blocky-looking. Which is fine for buildings and vehicles, but not when it makes muscular characters look anorexic. Animations feel unfinished too, with spills making your character bounce like he's got rubber bones.

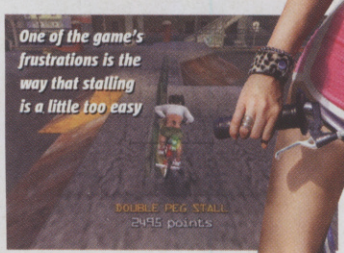
Even so, with lots to unlock, multiplayer and create-a-rider modes, and some good levels, XXX is worth a look if you've exhausted your other extreme sports games.

The big levels look very stylish indeed – this is the dam

REVIEWER: JIMMY FRANCIS

TONY HAWK'S PRO SKATER 4 — BETTER THAN
BMX XXX — WORSE THAN
GRAVITY GAMES BIKE


Attempt to pull off the trick perfectly for a handful of extra points


One of the game's frustrations is the way that stalling is a little too easy

FORMAT FACE OFF

FORMAT	ROUND 1: VISUALS	ROUND 2: GAMEPLAY	ROUND 3: CONTROLLER	ROUND 4: COST
WINNER!				

DRESS ME UP, DRESS ME DOWN

One of the coolest elements of the game is the ability to create your own rider from scratch. You can customise everything from tattoos for the head, arms, torso and legs, to hair, piercings and clothes. New items become available as you unlock new levels, and if you're really good, you can scrap the BMX norm and ride around butt-naked (the stuffy Yanks won't have this option on PS2)! So set your twisted mind to work and the resultant parade of bizarre incarnations will be seemingly endless...

1 *Start with the plain-looking generic rider body*

Give him some hair on his head and face... that's better

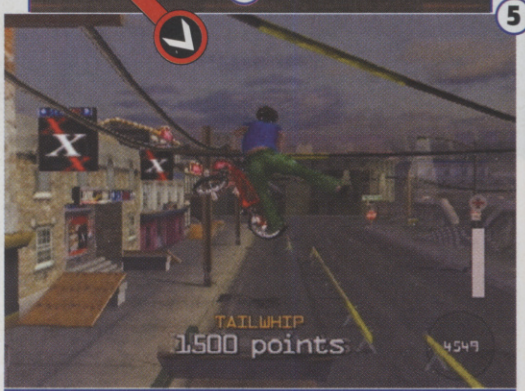
2

3 *Put him in a cool top and give him some well 'ard tattoos*

Deck him out in sexy trousers and some trendy shoes

4

5



Then let him loose on the BMX-riding world. You go, girl!

games VERDICT

You might think the 'XXX' element is cheesy, but it works surprisingly well. It's just a shame that the controls aren't more responsive. **Jimmy**

GOOD VS BAD

- Strippers!
- Swearing!
- Well-designed, varied levels

- Unresponsive controls
- Blocky graphics
- Animation feels somewhat unfinished

IF YOU LIKE THIS TRY THESE...

- *Tony Hawk's Pro Skater 4 (PS2)*
- *Mat Hoffman's Pro BMX 2 (PS2)*

7
OUT OF TEN

SPRAY IT AGAIN SAM!

Things are going to get real messy when you're armed with a huge rocket launcher and forced to fight off hundreds of plump, gloop-filled monsters.

In fact, you'll find yourself constantly showered in large doses of blood and guts, regardless of the weapon you're packing. It's not gross, though: the carcass-popping, bloody chaos is so fantastically ridiculous and funny that playing Serious Sam is like watching a comedy horror B-movie.

1

You'd be amazed how much gunk the big fellas give out

2

Land a multi-kill to trigger a mist of monster guts

SERIOUS SAM

GAME INFO BOX

NUMBER OF PLAYERS: **1-16**
COST: **£39.99**
PUBLISHER: **TAKE 2**
OUT: **NOW**
DEVELOPER: **CROTEAM**
URL: WWW.GOTHAMGAMES.COM/SAM

Funky, fun, **multi-kill madness**

Serious Sam is the Austin Powers of first-person shooter games: a glammed-up, extroverted misfit, focused on a mission to be funny and unique. Yeah, baby!

The game attempts to take the mickey out of über-serious PC shooters with its defiantly over-the-top, colourful visuals, theatrical monsters, and outrageous splatter-fest battles. The problem is, though, that beneath this brash, gaudy exterior lies a straightforward, no-brainer PC blaster. Nothing new here. Sorry, baby!

Still, with heaps of super-fast arcade action, masses of giant environments to explore, and enormous battle scenarios to tear though, Serious Sam on Xbox is a manic, though mindless, romp.

Being attacked from all angles possible is something you will get used to quickly

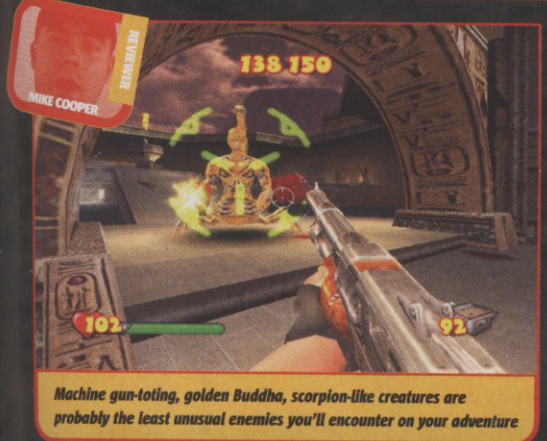
This end-of-level boss is about 200-feet tall, and his balls are in proportion. Yikes!

You'll may want to switch the auto-target function off

Pump off a single shot for mega multi-kill points

The game has tons of button-pressing puzzles

HALO
BETTER THAN **SERIOUS SAM** BETTER THAN
UNREAL TOURNAMENT



Machine gun-toting, golden Buddha, scorpion-like creatures are probably the least unusual enemies you'll encounter on your adventure

SON OF A GUN

A lovechild of the first two Serious Sam games on PC, this 36-level adventure features all the stages from its estranged PC parents. However, it doesn't boast the same gameplay structure as mummy and daddy.

Shifting its allegiance wholeheartedly to the arcade massif, this Xbox exclusive focuses your efforts on racking up massive multi-kills and bagging mega-points in order to earn extra lives. Every time you blat a clump of enemies with a single shot you're rewarded with a fat score.

In addition, removing the naff quick-save feature of old – you now have to reach save points – makes the game much more rewarding, as it forces you to fight your way skilfully from area to area.

A STORY AMID THE GORE-Y

Unlike its PC predecessors, this latest member of the Serious Sam family is slightly more polished in its presentation, as all the action is tied together with cool cutscenes. Admittedly this is a small addition, but the inclusion of a funny, fleshed-out story helps to keep you entertained between the game's bloody battles, while giving your massacring antics some sort of relevance.

Okay, so we'll admit Serious Sam is a shallow, tacky, 'in your face' experience. But as a break from the intense heavyweight gunners on Xbox, such as Halo and Turok Evolution, it provides a refreshing and enjoyable lightweight alternative. CVG

CVG VERDICT

It's not a big-league blaster. However, Serious Sam is frantic, amusing and huge enough to appeal to most gun-loving action fans. **Mike** CVG

GOOD VS BAD

- Total carnage
- Massive levels, and tons of 'em
- Tongue-in-cheek

- Not entirely new
- Will be too basic for hardcore shooter aficionados

IF YOU LIKE THIS TRY THIS...

- *Jak And Daxter: The Precursor Legacy (PlayStation 2)*

7
OUT OF TEN

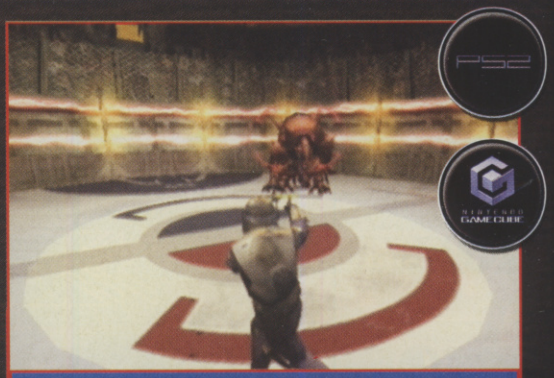
GO, GO GADGET!

Like any good third-person action game Star Wars Bounty Hunter hits you with a barrage of cool abilities and gizmos to use, all of which you'll find to be essential if you don't want to end up as bantha fodder. The sequence below shows you how to put your skills and gadgets into action.

1. *Jango can jump up and shimmy across rails to get to new areas*
2. *To cross a gap, press jump and pull right on the right analog stick*
3. *Redirect the fuel outlet of his jet propulsion system for a blowtorch*
4. *Jango's jetpack is excellent fun and surprisingly easy to use*
5. *Super-powered blowtorching creates a flame-thrower. Hot!*

STAR WARS BOUNTY HUNTER

Doesn't quite bring home the bounty



This armoured cockroach is the first enemy you face but is easy to kill

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £39.99
PUBLISHER: ACTIVISION
OUT: NOW (PS2) JAN. 24 (GC)
DEVELOPER: LUCASARTS
URL: WWW.LUCASARTS.COM/PRODUCTS/STARWARSBOUNTYHUNTER/

Jango Fett: badass bounty hunter, father of the famed Boba Fett and the entire Clone Army, legend of the Star Wars universe. This is a role Wars nutters have been waiting to play for a long, long time, so it's a shame it isn't quite the classic we'd hoped.

It all starts so well. Familiar scrolling text and a classy cutscene draw you into the plot. Set between the last two films, a strange cult is upsetting Darth Sidious's evil plans, and he orders Dooku to track down the man who made Mandalorian battle armour famous. But Fett's away on a tricky bounty hunt...

Shoot at fuel barrels so that they explode and polish off a number of enemies together

HMMM-ANDALORIAN

You're thrown straight into a pit-fight with a huge, armoured beast that charges you down like a randy bull after a heifer in heat. You batter the Square button and drop the fiend in a hail of twin-blaster laser bolts. You're on a high. "Wicked," you think, "I've got a *game* on my hands!"

But what soon becomes apparent is that for the rest of the game the bulk of the action doesn't actually deviate much from this button-bashing routine. Whether you're jetting around dark docking bays or searching grubby industrial areas, it's the same routine: press R1 to lock on, then blast away.

Jango can target multiple enemies at once for an easy, satisfying kill. Ha ha!

Don't expect a tough challenge either. Frequently poor enemy AI doesn't help, while auto-targeting takes much of the skill out of clearing rooms full of bad guys, replacing it with jumping from side to side and firing wildly. Annoyingly, you can't even jump and fire at the same time.

To be fair, welcome relief is provided by puzzles and objectives that punctuate most levels. It encourages

JEDI KNIGHT II: JEDI OUTCAST
BETTER THAN BOUNTY HUNTER WORSE THAN
BLADE II

ROUND 'EM UP

Apart from killing inter-galactic scum, you can also capture them too. Good guys or bad... it doesn't matter, cos you're in it for the wonga. Collect as many as you can to unlock extra characters, interviews, art stills and more.

1. *Select your scanner, then press R2 to check the character and Square to mark him*
2. *Then, bind him to stop him running away. Watch out – he'll break free after a while*
3. *Hit Triangle to claim the Bounty. You'll get more credits for capturing characters alive*

FORMAT FACE OFF

FORMAT	ROUND 1! VISUALS	ROUND 2! GAMEPLAY	ROUND 3! CONTROLLER	ROUND 4! COST
DRAW!				
DRAW!				

Bounty Hunter's enemies are pretty generic, which is a shame given their pedigree

Using your jetpack is an excellent way for dodging enemy fire

Here you find your way through a maze of conveyer belts - one of the best levels!

you to explore the impressively large, well-designed Wars environments, trying out skills and equipment to find out how to progress. But it usually boils down to tasks like shimmying across ledges, using your jetpack or pressing switches to open doors. The game's other major element is capturing crims for cash (see box), however while it's a nice idea, it often ends up with simply checking all creatures in a level – yawn!

The cities of the Star Wars universe have been beautifully recreated

SOLID BUT SIMPLE

Taken as a whole, Bounty Hunter is a solid enough action title, with excellent graphics and sound (created for the first time in a game by Lucas's Skywalker Sound). Similar to Jedi Outcast, you do feel part of a Wars film – just more Phantom Menace than Empire Strikes Back. But if you're into Star Wars, don't mind that it's essentially a simple blast 'em up with nice cutscenes and won't take long to finish, then this could be the fix you need. CVG

VERDICT

Brilliantly recreates the Wars universe and is rammed with button-mashing action. But not the stiffest challenge ever and gets rather repetitive. **Jimmy** CVG

GOOD VS BAD

- Huge environments
- Lavish cutscenes
- Gorgeous futuristic worlds

- Shallow and samey
- Too easy
- Bounty-hunting is a bit of a hassle

7
OUT OF TEN

IF YOU LIKE THIS TRY THESE...

- *Star Wars: Clone Wars (PS2, GC)*
- *Dropship (PS2)*

BUBBLE BOBBLE OLD AND NEW

GAME INFO BOX
NUMBER OF PLAYERS: 1-2
COST: £19.99
PUBLISHER: EMPIRE INT.
OUT: NOW
DEVELOPER: TAITO
URL: WWW.EMPIREINTERACTIVE.COM

The levels look simple but play tough

Mini dinosaurs that blow bubbles? It may sound unlikely, but this is a piece of true gaming history, re-released in an 'Old' and 'New' format (same game, updated graphics).

It might not seem to have much relevance to many of today's gamers, but if you've somehow managed to complete Manic Miner (how?) and are looking for another frustrating slice of retro platform gaming, you could do worse than this.

6
OUT OF TEN

RUNABOUT 3 NEO AGE

GAME INFO BOX
NUMBER OF PLAYERS: 1
COST: £19.99
PUBLISHER: BAM!
OUT: NOW
DEVELOPER: CLIMAX JAPAN
URL: WWW.BAM4FUN.COM

These red target-like symbols alert you to approaching objectives. Bull's-eye!

Climax brings its drive-anywhere, smash 'em up arcade racer to the PlayStation 2 at a pocket-pleasing budget price.

Both the gameplay and the handling of the vehicles are reminiscent of the Driver series, and overall it's good fun.

On the downside, the graphics are among the worst on the console and the police rarely give chase, even when you're mowing down pedestrians. Still, it'll tide you over until Driver 3 comes out.

5
OUT OF TEN

4X4 EVOLUTION 2

GAME INFO BOX
NUMBER OF PLAYERS: 1-2
COST: £19.99
PUBLISHER: BAM! ENT.
OUT: NOW
DEVELOPER: TERMINAL REALITY
URL: WWW.BAM4FUN.COM

The chance to drive over expansive, dirty levels in a grunting pick-up truck may sound attractive in a Smuggler's Run kind of way, but like the first game, this PS2 port from Xbox gives you little feeling of power.

Driving a real Chevy on a bumpy gravel road must be more fun than this

The trucks feel floaty and handling varies wildly between oversteering and blatant unresponsiveness.

It may have a decent career mode, the chance to roam the huge tracks freely and a cheap price tag, but that doesn't disguise the lacklustre graphics and the fact that it's just not much fun.

6
OUT OF TEN

UNREAL: CHAMPIONSHIP

GAME INFO BOX
NUMBER OF PLAYERS: 1-8
COST: £39.99
PUBLISHER: INFOGRAMES
OUT: NOW
DEVELOPER: DIGITAL EXTREMES
URL: WWW.INFOGRAMES.CO.UK

The big multiplayer first-person shooter comes to Xbox and carries many of the console's online hopes with it.

In singleplayer mode there's a decent selection of games to get you in the mood, but it's playing with your mates that'll really get you amped up, as you fight it out in bloody broadband battles with furious futuristic weapons.

Until Halo 2 debuts, this is one good reason to hook up to Xbox Live.

You may need anger management classes after playing Unreal

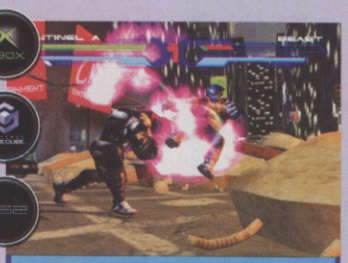
8 OUT OF TEN

X-MEN: NEXT DIMENSION

GAME INFO BOX
NUMBER OF PLAYERS: 1-2
COST: £39.99
PUBLISHER: ACTIVISION
OUT: NOW
DEVELOPER: PARADOX
URL: WWW.ACTIVISION.CO.UK

Mixing the style of the comics and the films, this beat 'em up is a bit of an enigma. On one hand, the crazy 25-hit combos are surprisingly easy to pull off, yet once you move the difficulty level past Beginner, it's so hard that you can die in seconds.

The PS2 version of the game is the best but it'll probably only appeal to die-hard X-Men fans rather than fighting-game experts.



You can pull off some mad moves at first, although it gets a bit tricky further on

6 OUT OF TEN

TOM CLANCY'S GHOST RECON

GAME INFO BOX
NUMBER OF PLAYERS: 1-16
COST: £39.99
PUBLISHER: UBI SOFT
OUT: NOW
DEVELOPER: RED STORM
URL: WWW.GHOSTRECON.COM

Yet another PC port of a Tom Clancy-based game, but with a more serious feel than The Sum Of All Fears (see page 90).

And therein lies the problem. Like in the PC version, it's too easy to be killed by an unseen enemy, so much of the expected fun is noticeably and worryingly absent.

Still, Ghost Recon works as a hardcore soldier sim, and looks much better than The Sum Of All Fears (especially the Xbox version, which is Live-enabled).

These paintballing types take their game so seriously. Lighten up, guys!

7 OUT OF TEN

DISNEY SPORTS FOOTBALL

Wipe away Mickey's smile

GAME INFO BOX
NUMBER OF PLAYERS: 4
COST: £39.99
PUBLISHER: KONAMI
OUT: NOW
DEVELOPER: DISNEY INTERACTIVE
URL: WWW.KONAMI.COM/DISNEYFOOTBALL_GC/

The stadiums, which vary from the traditional to Chinese temples, look great

If you've ever been to see a live football match you'll know that before the game, grown men in furry animal suits run around trying to score goals. These mascots look like they're auditioning for Godzilla, and it's a pretty funny sight. Well, now you can emulate this comical activity on your GameCube, playing as your favourite Disney character.

You'll be surprised to learn that the football in Disney Sports Football is actually quite good. Games flow from end to end and, as in Pro Evolution, you have to think about how to take your next pass.

All the basic modes are here: exhibition match, cup mode (Dream Cup) and league play (Challenge Cup), and because of the simple controls, you can still chip, cross and blast the ball with relative ease. We actually thought it played as well as FIFA.

PRO EVOLUTION SOCCER 2
DISNEY SPORTS FOOTBALL
DAVID BECKHAM SOCCER

A KIND OF MAGIC

Still, it wouldn't be a Disney game without a little magic, and by pressing Y and A together, you'll unleash furious shots that'll rip

Big fellas will be slow-moving but still able to hustle the ball from you

Surrounded on the pitch by a group of these guys is not a good place to be

It might not recreate the excitement of Pro Evo, but it's still a good feeling when you score

As any footie fan would expect, each team has its own special way of celebrating goals

The goalie looks like he's getting into position to let a loud one off

Players will run away into space if there's a break in the action

The winner will do a smug, post-match interview, just so he can really annoy you

What's the best way to commandeer the ball from this pudgy guy? 'Ack 'im!

Magic-toed Mickey sends a powerful through ball spinning down the line

through goalkeeper and net. In fact, games can get surprisingly violent. With no red or yellow cards, you can slide in and hack your mates down with true abandon. This can be problematic, especially in multiplayer games, as all the fouls can interrupt the flow of the match.

The controls, while relatively simple, could be more intuitive: because the R button is used to run and also to chip the ball, you'll often run in on goal then blast the ball over the crossbar. Highly infuriating.

As in other footie videogames, watching your match replays is good fun

FANTASY FOOTBALL

The game's over-the-top style also extends to the graphics and sound, which are pure Disney. Everything from the pitches to the wonderfully animated characters is brightly coloured and oozing cuteness. Of course, this won't be to everyone's taste, and when you can't distinguish the ball from the team motif on the pitch, you'll want to chuck your controller at the wall.

This game is made with kids in mind but will keep older players occupied for a while. Once the novelty wears off, though, it'll probably end up gathering dust on your shelf. CVG

CVG VERDICT

Although it looks good and has some depth, this is still a kids' game that can't seriously hope to contend with FIFA and Pro Evo. *Jimmy* CVG

GOOD VS BAD

- Great Disney style
- Some depth
- You can kick Mickey
- Unintuitive controls
- Confusing colours
- Just a novelty

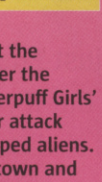
6 OUT OF TEN

THE POWERPUFF GIRLS: RELISH RAMPAGE

Girls almost want **to have fun**

GAME INFO BOX

NUMBER OF PLAYERS: **1**
COST: **£39.99**
PUBLISHER: **BAM!**
OUT: **NOW**
DEVELOPER: **VIS**
URL: **WWW.BAMGFUN.COM/GAMES/PPG_RELISH/INDEX.HTML**

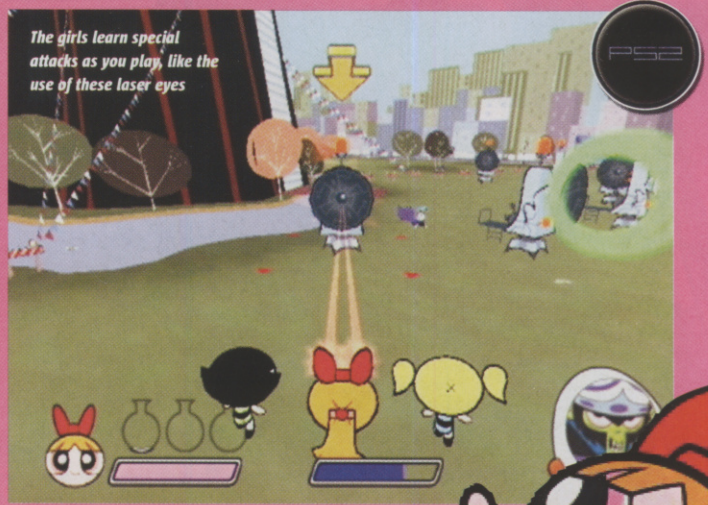


You may never look at the gherkin in your burger the same way again. The Powerpuff Girls' home, Townsville, is under attack from a bunch of pickle-shaped aliens. Fly around the enormous town and fulfil ever more bonkers mission objectives as you try to rescue the corrupted Townsville citizens.

It uses the State Of Emergency engine for maximum people running amok

GENTLEMAN'S RELISH

As tie-ins go, Relish Rampage is at least original. But, while the flying around is fast and fun, most of your enemies are ground-based and locking on is tricky. The close-range combat is a bit sloppy too, especially when the tiny girls have to punch and kick huge moving trucks to destroy them. It's bursting with Powerpuff humour and authenticity, though – perfect for fans of the toon. CVG



The girls learn special attacks as you play, like the use of these laser eyes

Lock on with R1 and unleash the big guns for boss fights

The effects are great, but the cel-shading makes it all look flat. Obviously

CVG VERDICT

A fun game with originality that should keep fans of the series happy but lacking sufficient sugar and spice to make it really nice. *Lee* CVG

GOOD VS BAD

- Fast-paced play
- Massive town
- Just like the TV show
- Scrappy-looking
- Combat is messy
- Can get samey

6 OUT OF TEN

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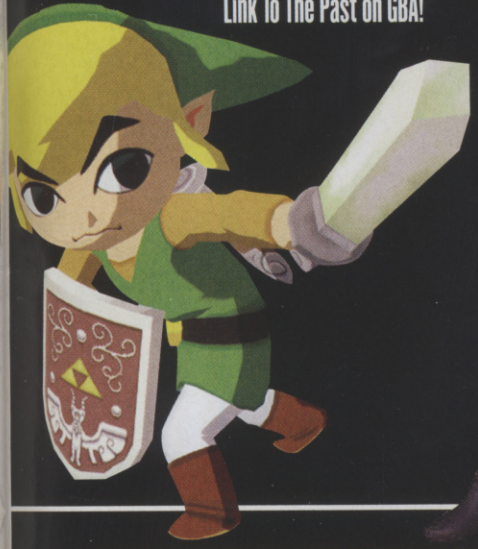
NEW YEAR GAMES EXPLOSION!

Forget the January sales – rush down to your local newsie instead and get all this... only in next month's CVG

ZELDA OVERLOAD!

Old meets new with extensive hands-on playtests of Tact Of The Wind on GameCube and Link To The Past on GBA!

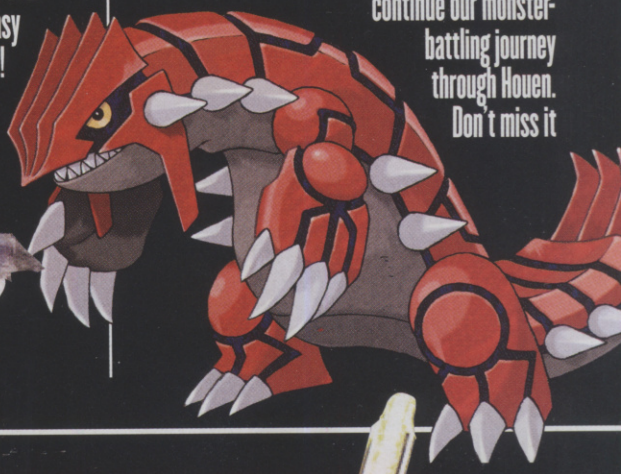


FFX-2

Yuna's had a makeover! CVG returns to Spira for the first ever Final Fantasy sequel!

POKÉMON RUBY AND SAPPHIRE

Get the BEST coverage of Pokémon in the entire world! Stay up to speed with our Pokédiary as we continue our monster-battling journey through Houen. Don't miss it



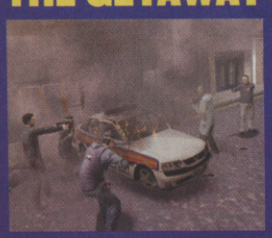
WHAT'S THE SCORE ON THE GORE?

The spine-ripping, brain-spilling, granny-shocking fighting legend returns! Mortal Kombat: Deadly Alliance rated on ALL formats. Better bring a bucket along for the blood and guts

DEAD TO RIGHTS

Will Namco's hotly anticipated killer action title blow a hole in your head or blow big chunks instead? We tell you in our no-holds-barred review

THE GETAWAY GUIDED!



Can't find your way around London? Info, maps and a load of cunning tricks to show you how to reach the top of the master criminal heap and stay there! The best guides are in CVG

KIRBY: NIGHTMARE IN DREAMLAND

You know it's gonna suck big time – but only in a very good way. Wide-mouthed, impossibly cute, totally cool new handheld adventure. Start thinking pink!

ISS ADVANCE

Get yer kit on! It slipped off the radar this month, but it's about to kick off in the New Year instead. Are you ready for your footie fix?

AND GET THIS! RAVEN SHIELD, PRIMAL, EVOLUTION WORLDS, WILD ARMS, MARK OF KRI, CLUB FOOTBALL, SHINOBI, EVOLUTION SKATEBOARDING, THE SIMS ON PS2... AND SO MUCH MORE

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GO GUNDAM-GAGA!

PS2s, COOL GAMES AND AWESOME DVDs TO WIN – YES!

Fancy stomping about town in a colossal mech, causing untold damage to your local shopping centre and terrorising the local toughs so much that they wet their pants and flee, sobbing for their mums? Well, erm, sorry but we can't really help you with that.

But what we CAN give you is the chance to win one of five amazing bundles of mechanised amazement, courtesy of the generous souls at Infogrames.

The sets comprise: PlayStation 2 console, the crazily named Mobile Suit Gundam: Federation Vs. Zeon game, Gundam Wing DVD and a beeyootiful Gundam T-shirt. Much better than a murderous robotic killing spree, non?

All you have to do to stand a chance of winning is answer this question:

Which toy and game company makes the Gundam toys?
■ **A.** Banzai ■ **B.** Bandai ■ **C.** Bangboy

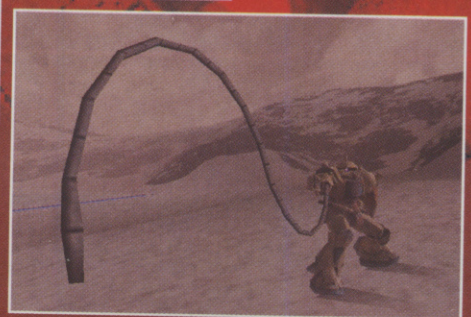
COURTESY OF INFOGRAMES

SHRED METAL WITH LASERS OF DEATH!

Mobile Suit Gundam: Federation Vs. Zeon on PS2 is recognised as the best Gundam game out there. Playing as a sort of mixture of Zone Of The Enders, Mech Assault and obscure Jap shooter Virtual On, Gundam: Federation is a ground- and space-based mech fighting game. Of course it's weird, but weird can often be good. Check out these shots and see why you NEED to enter our awesome compo.

Stomp around! Make things go bang! It's great

It's like a much cooler version of Power Rangers. MUCH cooler



Snake-like tentacles are this year's mech accessory of choice. So get yours now

GO ON–WIN IT!

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Only entries with all of the questions completed correctly and received before **Wednesday 15 January 2003** will be entered into the prize draw. Winners will be notified by post, so please don't phone. No cash alternatives will be given. Prizes not necessarily as shown. No correspondence will be entered into. The editor's decision is final. All the other usual competition rules, conditions and restrictions apply.

computer and video games

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Chart Hits

13992	3rd Edge, In and Out
17254	Atomic Kitten, Last Goodbye
14650	Avril Lavigne, Complicated
15341	Big Bruvaz, Nu Flow
15602	C. David, What's Your Flava
17288	Cheeky Girls, The Cheeky Song
15607	D J Sammy, Heaven
17295	D. Beddingfield, Not The One
16820	Dannii Minogue, Needle On It
17298	Darius, Rushes
14040	Eminem, Cleaning My Closet
15494	J. Timberlake, Like I Love U
17052	J-Lo, Jenny From The Block
14556	Las Ketchup, Ketchup Song
17191	Lasgo, Pray
17335	Liam Lynch, Whatever
17337	Liberty X, Holding On For You
15640	Madonna, Die Another Day
15522	RHCP, The Zephyr Song
17367	Rikki & Daz, Rhinestone Cowboy
17368	Robbie Williams, Feel
15529	Rosie Ribbons, Blink
14729	S Club Juniors, New Direction
17376	S Club, Alive
17382	Scooter, Posse
16744	Shaggy, Hey Sexy Lady
17237	Shakira, Objection
17241	S. Bextor, Music Gets The Best
17106	Sugababes, Stronger
17393	Sum 41, Still Waiting

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12770	Airwolf, Theme
12767	A-Team, Theme
12773	Austin Powers, Theme
12777	Back to the Future, Theme
12778	Batman, Original Theme
12779	Battlestar Galactica, Theme
12783	Benny Hill, Theme
12786	Bewitched, Theme
12966	Big Brother, Theme
12787	Big, Theme
12967	Blackadder, Theme
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12801	Charlies Angels, Theme
12802	Cheers, Theme
12968	Choulton & The Wheelies, Theme
12809	Coca Cola, Theme
12816	Dangermouse, Theme
12830	Dukes Of Hazzard, Theme
12840	Exorcist, Theme
12841	Fall Guy, Theme
12843	Fantasy Island, Theme
12855	Flintstones, Theme
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12858	Ghostbusters, Theme
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12869	Gremlins, Theme
12877	Hawaii Five-0, Theme
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12913	King Of The Hill, Theme
12915	Knight Rider, Theme
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12942	Married With Children, Theme
12972	Men Behaving Badly, Theme
12945	Mission Impossible, Theme
12930	Monty Python, Bright Side of Life
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12974	Only Fools, Closing Credits
12951	Pink Panther, Theme
12955	Scooby Doo, Theme
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12817	Star Wars, Imperial March
12822	Star Wars, Luke's Theme
12982	Star Wars, Yoda's Theme
12963	Thunderbirds, Theme
12964	Toy Story, Friend In Me
12979	Wallace and Gromit, Theme
13287	X-Men, Theme

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13200	Arkanoid, Game Start
13201	Bomberman, Theme
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13209	Castlevania, Boss
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13212	Commando, Level 1
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13276	Mario World, Game Over
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13260	Street Fighter II, Cammy's Stage
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13253	Street Fighter II, Ryu's Stage
13254	Street Fighter II, Title
13228	Tetris, Theme
13230	Wizball, Theme
13231	Wonderboy, Level 1
13288	Zelda 2, Intro

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12459	BT, Flaming June
12454	BT, Godspeed
12452	DJ Jean, The Launch
12457	Energy 52, Café Del Mar
12680	Faithless, Insomnia
14238	Oakenfold, Starry Eyed
12466	PPK, Resurrection
14246	Robert Miles, Children
14257	Supermen Lovers, Starlight

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15763	Band Aid, Feed The World
12636	Bing Crosby, White Christmas
15766	Brenda Lee, Rockin Round Xmas Tree
12637	Cliff, Misletoe And Wine
12653	Frosty The Snowman
12639	Good King Wenceslas
12642	Have A Merry Little Xmas
12643	In The Bleak Mid-Winter
12644	Jingle Bells
15769	McCartney, A Wonderful Xmas Time
12645	Oh Christmas Tree
12647	Oh Little Town
12638	Rest Ye Merry Gentlemen
12648	Rudolph Red Nosed Reindeer
15768	Santa Baby
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15764	Sleigh Ride
12650	We Wish U A Merry Xmas
12654	Winter Wonderland
15787	Wizzard, I Wish Could Be Xmas

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13201	Bomberman, Theme
13255	Mario 64, Level 1
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13982	Mario Bros., Death
12995	Monty on the Run, Theme
13985	Out Run, Magical Shower
13986	Pac Land, Theme
13987	Pac Man, Theme
13988	Rocket Power, Theme
13990	Sanxion, Loader

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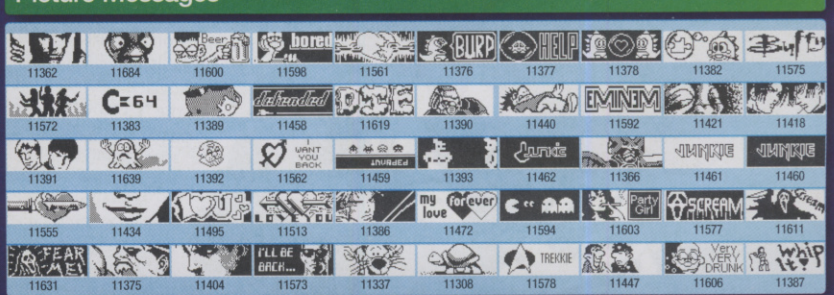

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YEAR-END PSYCHIATRIC REPORT 2002

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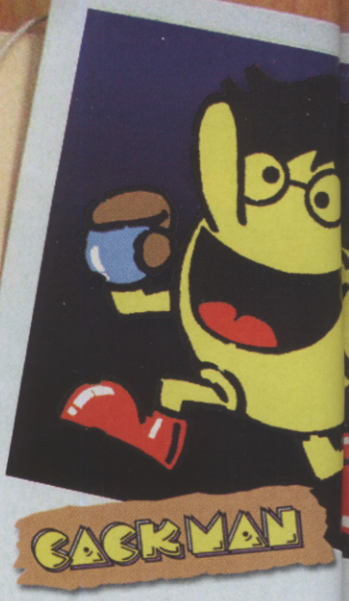


CASE FILE 2002

ANALYST: Professor Elvin Atombender
PATIENT: Cackman
AGE: Unknown

DIAGNOSIS:

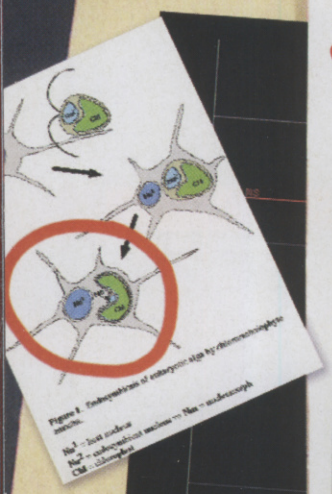
Subject is ~~a sadistic, masochistic, delusional megalomaniac sociopath, suffering from Munchhausen and Tourettes, with a superiority complex.~~ FINE

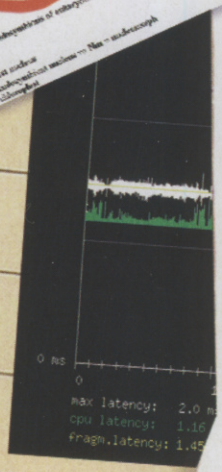
BACKGROUND

Patient was referred to me by Crapchester Crown Court in January 2002 after being caught spraying blue swirls onto 'PS2s' in a Dixons warehouse. The judge ruled monthly psychiatric therapy would be the best means of addressing his rage and sarcasm issues.

THERAPY

Psychoanalysis, Rorschach and word association testing. (See attached pictures.)





JANUARY

FEBRUARY

I bought my son a 'GBA' for Christmas. That seemed to be a good ice-breaker.

Patient: "You sick s[illegible]! You'll have a f[illegible]ing blind child in 12 months! How about I paint all your s[illegible] car windows grey. We'll see how much fun you have driving then!"

...The patient's first word association test. Rather intriguing results.

MARCH

Tried to analyse Cackman's wild mood swings. Asked him if he is a drug user.

Patient: "Drugs? Nah. I need a REALLY special pill to have any effect. Actually, you're practically a doctor. Rez is out soon – can you get me something that'll help me FEEL the music? I promise I won't write 'Screw Sony' in excrement on the toilet wall again."

When I told him I was unable to carry out his request, the patient set fire to my hair and later punched me on the nose, saying it was "just a warm up for Virtua Fighter 4."

APRIL

'Xbox' is launched at £299. Cackman said he "laughed so hard one of my lungs flew up out of my mouth."

Patient: "Three hundred quid for a console with one good game and weighs 100 stone? I'll take two. I've got nothing against Xbox: it's just I know Bill Gates pisses fire and eats babies."

Note: Concerned that patient actually believes this to be true.

Subject played 'Metal Gear Solid 2' while recovering from a Tomb Raider-induced fit, but thinks he "got a broken one because it was all Codec messages and movies and the lead character looked like a tit."

MAY

Gleeful Cackman says 'Xbox' prices slashed by £100 after only one month on sale.

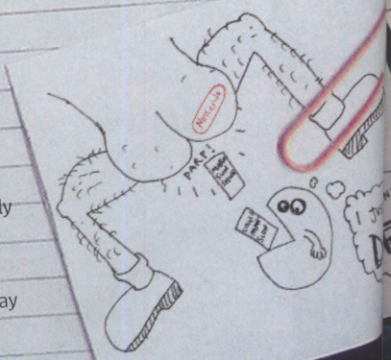
"So now Xbox, with all the street cred of a tramp lying in some wee, is the same price as PS2, which the idiot masses think is cooler than a penguin's balls. I wonder which will sell best?"

The patient also targeted somebody called 'Rare' with his April Fool's joke that month: "I phoned them up, said I was from Activision and wanted to buy them out. I made them believe characters like Banjo and Joanna Dark were actually worth something!"

May was the month during which Cackman discovered that "in order to hang yourself you first need to have a neck."

Patient: "Went to get my pre-ordered GameCube on the 3rd. Thought 'Here we go, the shop staff have put a load of false games out as a practical joke'. I mean, Luigi's Mansion?! Mario's brother does some hoovering. Hardly Mario 64 is it?"

Advised Cackman that he really ought not to go to the 'E3' show in Los Angeles. He seemed unduly distressed at the number of cel-shaded and kart racing games. "What is it with all these cartoon people and stupid little cars?" he asked me, somewhat hysterically, on his way out. Then he caught a glimpse of his big yellow face in the mirror of his tiny Cackmobile bubble car. Despair.



A John Dickinson product

JUNE

My subject seemed unusually agitated (even for him) this month.

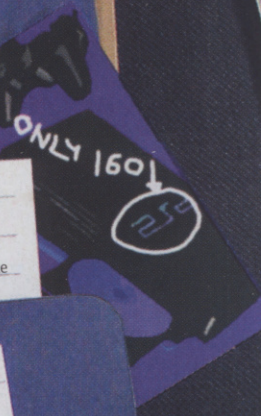
"Lucky EA managed to do a World Cup FIFA game in time. I thought I'd be left with the sort of yearning emptiness that can only be filled by a game four per cent better than the one released six months earlier."

JULY

I allowed Cackman to travel to Dublin for Activision's 'Activate' event.

"Tony Hawk has signed on for another 15 years! He'll be 47 when Pro Skater 17 comes out! My Dad's 47. He listens to Chris Rea and never misses an episode of Bargain Hunt. That game is going to RULE!"

That wasn't all he saw. Patient suffered another apoplectic fit describing Doom III. "It's amazing. You blast someone down some stairs, and they fall really painfully. Then you stand over them, pumping in bullets. Bang! Bang!"



AUGUST

Cackman claims: "People are more likely eat a bag of wet scabs than buy an Xbox. Cube isn't looking too clever either.

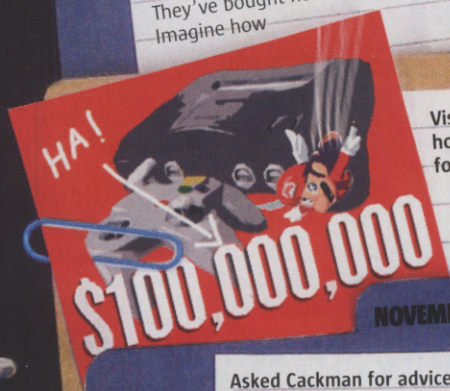
"Sony's response? Knock £30 off the price of a PS2. Xbox is swiftly cut to £160, and Sony staff are quickly hired by the BBC to do the laughter track on the new Alan Partridge series. At Nintendo, hands are clasped together and everyone is chanting 'Mario Sunshine' in a desperate whisper." I accompanied subject to ECTS to monitor his behaviour.

Honestly, it's the worst event I've ever attended. I will never moan about three-day neurology seminars again. Cackman refuses to enter the PlayStation Experience next door because "it's a disease". Note: Am I starting to empathise with patient? Perhaps Dr Sheckleburger should take over this case.

SEPTEMBER

Cackman claims his April Fool started a bidding war for Rare. "Microsoft paid £240 million for Rare! And for that money they get... talent? Not if the staff resign. Expertise? Well, they know Cube really well. They've bought nothing – and at an eBay price! Imagine how much they'd give me for this leather couch! Probably nearly enough to buy Ikaruga on import."

He couldn't get my couch through the door and looked genuinely surprised when I wouldn't help him steal it. And apparently Ed Fries at Microsoft called his son 'Xander' because it began with an 'X'. Why not just burn a big 'X' onto the kid's head with a branding iron! Sorry, getting a bit wound up.



OCTOBER

Visiting Cackman to observe him in his home environment, I found him in the foetal position, rocking on the floor.

Mario Sunshine was paused. I had a quick go on it while waiting for the ambulance, but I didn't like it all that much. What's he meant to be, a cleaner or something?

I read the patient the news as he lay in a coma. "'Xbox' outselling 'GameCube'." His pulse quickens. "Nintendo fined £100 million for price fixing in the N64 days." Toe twitches. "Tomb Raider delayed until 2003." Was that a smirk detected there?

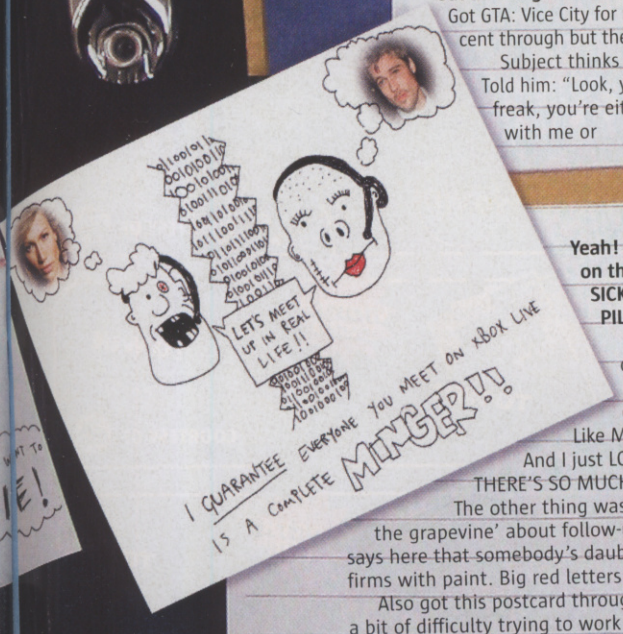
Patient finally regains consciousness and seems somehow more... tolerant.

NOVEMBER

Asked Cackman for advice on what to get my boy for Christmas. Why DO they bring out all the games in the same month?

Got GTA: Vice City for myself. I'm 43 per cent through but there's so much killing. Subject thinks I'm a bit wound up. Told him: "Look, you stupid yellow freak, you're either with me or against me. And if you're against me you get to meet Mr Chainsaw."

Cackman's done nothing except play Pro Evo 2 all month but doesn't know if it's an improvement on Winning Eleven 6 or not. Man United are called Aragon. That's just stupid.



DECEMBER

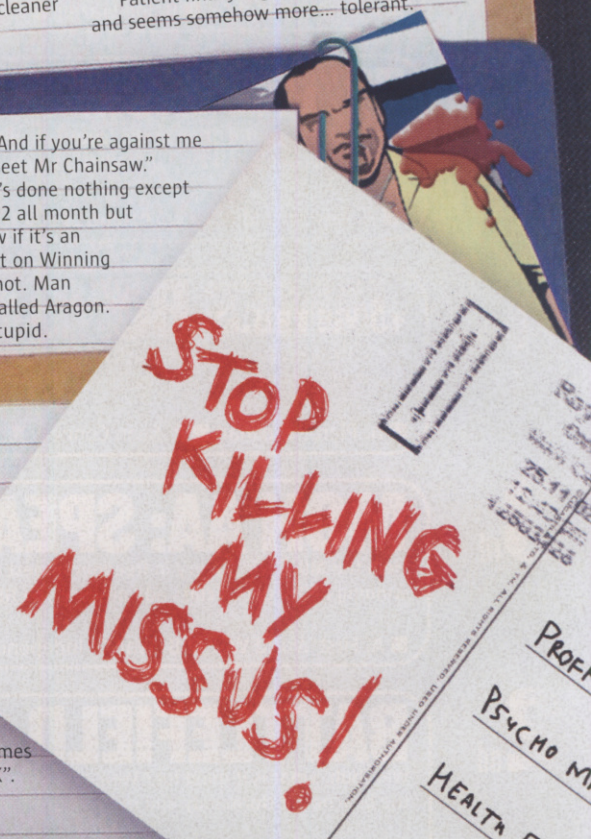
Yeah! Cackman and I managed to get on the Xbox Live! trials. I'm called SICKMAN_FREUD and he's chosen PILL_MITCHELL.

Had a session with the communicators, and his voice sounded completely different! Just like a girl's! Like Mrs Cackman, actually.

And I just LOVE Unreal Championship. THERE'S SO MUCH KILLING!

The other thing was that I heard some rumours 'on the grapevine' about follow-ups to GameCube and Xbox. And it says here that somebody's daubed the American offices of both games firms with paint. Big red letters that say "GIVE IT UP. YOU ARE CACK".

Also got this postcard through from America, but I'm having a bit of difficulty trying to work out what it's saying...



Cackman's opinions aren't necessarily those of CVG

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Yes, thanks to Electronic Arts, we've got an in-car entertainment system, night-sight satellite watch, microscooter and dozens of copies of games to win. You're not gonna find that little lot down Argos, no matter how much time you spend leafing through the catalogue. So what are you waiting for? Text us your answers or fill in the coupon.

7th THE SIMPSONS SKATEBOARDING

Sarcastic, short-eating, short-arse Bart takes the most logical step in videogaming ever – a skateboarding game on PS2. Go skate-crazy in Springfield!

What's Bart's dad called?

■ A. Homio ■ B. Homer ■ C. Ho-hum

5 TO WIN

COURTESY OF EA GAMES

6th KNOCKOUT KINGS 2003

It's a Cube exclusive, and you'd have to be punch-drunk not to want a free copy. Get in the ring and take a shot at the title – you could be the next Rocky Balboa.

Who of the following is not a boxing great featured in Knockout Kings 2003?

■ A. Muhammad Ali ■ B. Joe Frazier ■ C. Cat Deely

5 TO WIN

COURTESY OF EA SPORTS

5th TY THE TASMANIAN TIGER

Taz has some competition in the 'cute Tasmanian videogame mammal' stakes. This one's another cutie, though watch out for his bite!

Tasmania is an island off the coast of...

■ A. Australia ■ B. New Zealand ■ C. Thailand

COURTESY OF EA GAMES

4th JAMES BOND 007: NIGHTFIRE

The ultimate secret agent is back in a beautiful brand new adventure. This limited edition chunk of 007 goodness just wants you to win it, so what are you waiting for?

Which Bond actor is featured in NightFire?

■ A. Pierce Brosnan ■ B. Sean Connery ■ C. Roger Moore

COURTESY OF EA GAMES

3rd MOH AA: SPEARHEAD

Help the Allies win victory in freedom's finest hour... EA's award-winning belter gets a class add-on pack you NEED to play.

Medal Of Honour is set during which war?

■ A. First World War ■ B. War Of Independence ■ C. Second World War

COURTESY OF EA GAMES

2nd BATTLEFIELD 1942

War, huh, what is it good for? Well, some great videogames, for starters. Storm the beaches of Normandy and more in this front-line battle epic.

Which of these countries did NOT fight with the Axis powers in WWII?

■ A. Japan ■ B. Italy ■ C. USA

COURTESY OF EA GAMES

Trailblazer! THE REVENGE!

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1st

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Need For Speed: Hot Pursuit 2 is a...

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■ C. Rare species of Russian groundhog

1 TO WIN

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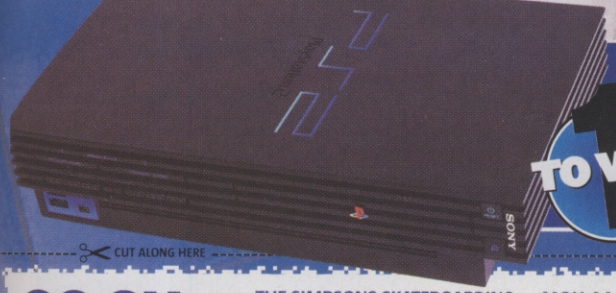
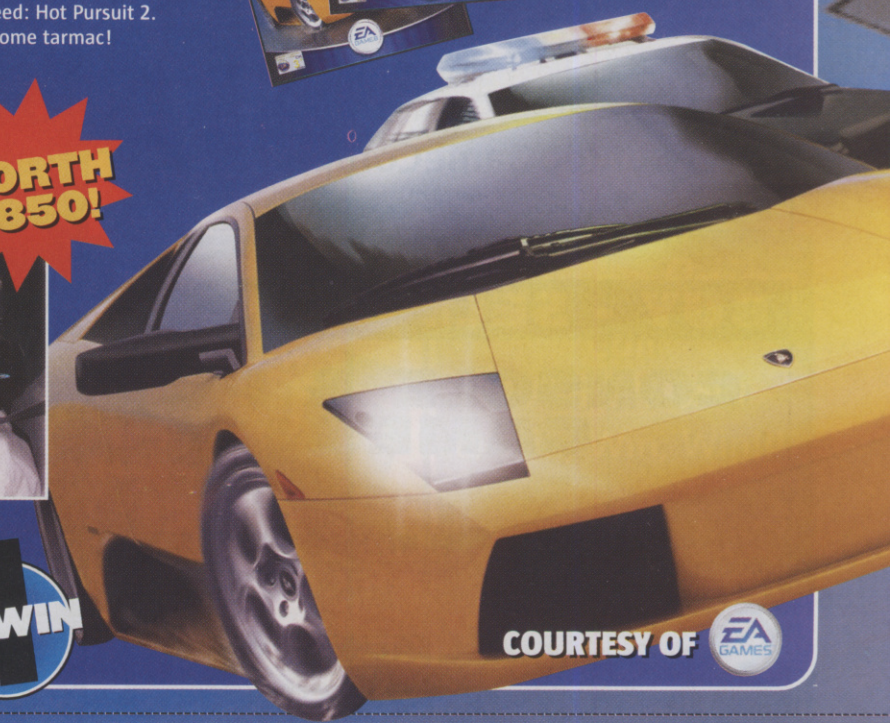


1 TO WIN



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KNOCKOUT KINGS 2003
Tick the correct answer:
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TY THE TASMANIAN TIGER
Tick the correct answer:
A.☐ B.☐ C.☐

JAMES BOND 007: NIGHTFIRE
Tick the correct answer:
A.☐ B.☐ C.☐

MOH AA: SPEARHEAD
Tick the correct answer:
A.☐ B.☐ C.☐

BATTLEFIELD 1942
Tick the correct answer:
A.☐ B.☐ C.☐

NEED FOR SPEED: HOT PURSUIT 2
Tick the correct answer:
A.☐ B.☐ C.☐

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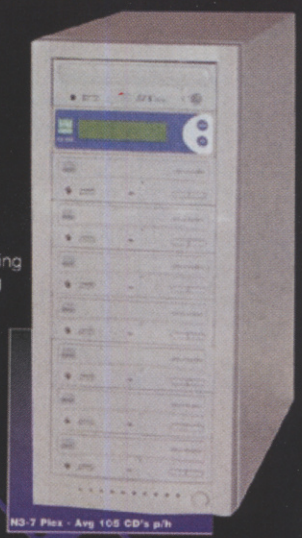

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- 4 unique city stages you have to learn each one's twists and turns in order to achieve your ultimate goal.
- Sound effects are so realistic, you can almost taste the city.
- Play one of two ways- smash your way through the city or avoid detection altogether.

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- 10 visually different themed stages.
- 15 levels, plus 5 bonus levels.
- 5 end of stage bosses, plus 1 giant end of game boss.
- Special moves-perform tricks to gain extra points.
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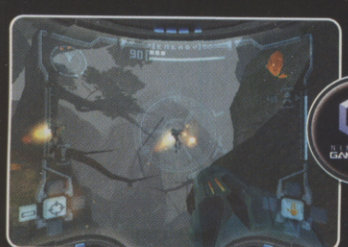
FIRST IMPORT REVIEW

METROID® PRIME

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £69.99
PUBLISHER: NINTENDO
OUT: MARCH
DEVELOPER: RETRO STUDIOS
URL: WWW. METROID.COM

OUT OF THIS WORLD!



Ambush! A pair of Space Pirates pounce out of the thick jungle undergrowth and attack

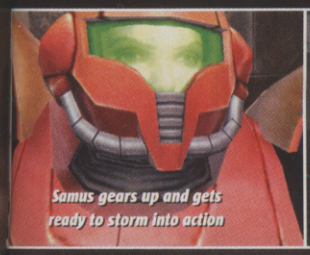
Save stations are dotted throughout every environment. But you'll have to find them

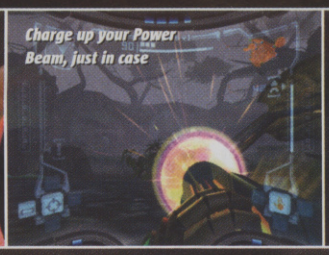
It came from outer space and now it's here to suck out your brain! Or chew on it hard, at the very least.

Metroid Prime will twist your melon with its complex puzzles and batter your senses with its enticing cocktail of alien-killing, platform-jumping, power-up-collecting, exploration-based action.

So don't go thinking this is a regular, Joe Bloggs-type, first-person blaster, because it's a damn sight more than that. Pushing your skill, intelligence and endurance levels to their limits, this is not an experience for weak-willed, casual gamers. It's a Metroid game, innit!

In case you didn't know, completing a Metroid game is about as tough as climbing Mount Everest in your Y-fronts. Only difference being that your pecker shouldn't drop off with frostbite during play.


Samus gears up and gets ready to storm into action


Charge up your Power Beam, just in case

Having bombs land on your head can hurt

Certain enemy attacks will mess up your visor

Scan every object in the room for clues

The Threat Assessment gauge will warn you if you're approaching a dangerous situation

This big ol' bitch is the first boss you have to fight

METROID METAMORPHOSIS

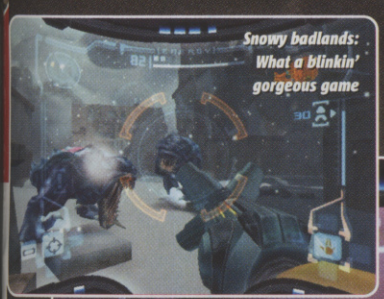
The shift from 2D to 3D is a gargantuan leap forward for the series. And if you happen to be a fan, the rush you'll get when you start playing Metroid Prime will be almost as amazing as when you first witnessed Mario's 3D birth on N64.

This resurrection on GameCube pulses with a strange and threatening atmosphere. More menacing and engrossing than previous adventures, Prime has remained 100 per cent faithful to the old Metroid vibe, but taken the series to a new frontier.

The hostile alien world is one of the most immense, diverse and intricate ever to appear on a console. It's arguably even more impressive than Halo's, thanks to the sheer variety of enemies that inhabit the planet, the vast array of different environments and the spectacular weather, particle and lighting effects that tie it all together.

The realistically gnarled landscapes are alive with hundreds of wonderful creatures, ranging from bugs the size of tennis balls to beasts as big as tower blocks. Every moment you spend in this spectacular, 3D sci-fi wonderland is brilliantly hypnotic.

But Metroid's transition to 3D hasn't all been plain sailing. The biggest stumbling block wasn't the


Snowy badlands: What a blinkin' gorgeous game

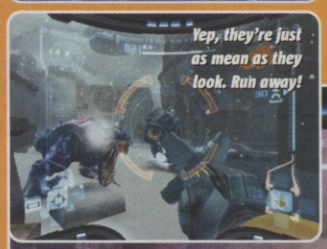
What the..! An amoeba-like, bomb-dropping blob goes bananas when it detects your presence

MIND RIOT

Metroid Prime possesses that oh-so rare quality known as 'the wow factor'. You'll almost be able to hear your brain fizzing with excitement, as it wrestles to soak up and compute the stunning visuals that constantly erupt before your eyes.

Running silkily at 60fps, the retina-frazzling alien action is some of the most impressive we've seen since Halo on Xbox. Every environment, creature and special effect is brilliantly designed and executed. Once you leap into this hostile yet terrifically engrossing world, you won't want to leave.

Don't blink! The combat is always fierce and fiery


Yep, they're just as mean as they look. Run away!

The effects in Metroid Prime are gob-smacking

HAVING A BALL

Locating and earning power-ups for Samus's various suits is crucial. In order to solve puzzles, discover new areas, and defeat creatures, you frequently need to use your brain and your suit's many abilities.

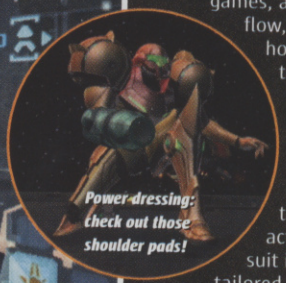
Two of Samus's most important power-ups are the Morph Ball and Bombs. She can tuck up and transform into a small sphere at any time, with a simple tap of the X-button. This enables you to locate and access tiny areas, such as pipes and frighteningly small rocky tunnels. Meanwhile, the Bomb power-up equips you with the ability to explode through surfaces, propel your Morph Ball into the air, or trigger electrical equipment.

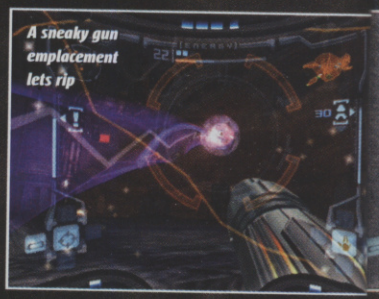
You discover a secret area, with a Morph Ball-sized platform in the corner. Hop on...

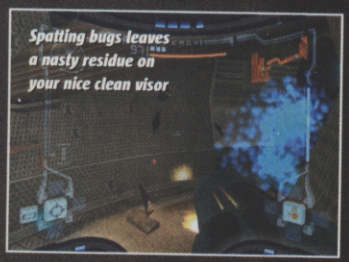
...and it lifts you into a twisty tunnel, which leads to a room with a puzzle in it

There's a cage in the room with strange

"Chew on my sweet beam-o'-doom, sucker!"


Power-dressing: check out those shoulder pads!


A sneaky gun emplacement lets rip


Spatting bugs leaves a nasty residue on your nice clean visor

These evil little bastards explode like grenades

amazing visuals, or gameplay, but rather the controls system!

A NEW WAY TO PLAY

Metroid Prime breaks the rules and forces you to learn a new discipline, which may well frustrate fans of bog-standard first-person games.

Although you can strafe, you can't turn while doing so, or look around while on the move. You engage in combat by locking onto enemies and circling them. Similar to the mechanism used in Ocarina Of Time, but from a first-person viewpoint. However, once you forget what you've learnt from other games, and just go with the flow, within a couple of hours the controls begin to feel extremely comfortable.

You soon realise that it has an unusual control system in order to accommodate the many varying actions that Samus's suit is equipped and tailored to perform. Such as having to double-jump, fire off a missile and then switch into the Morph Ball, all in midair.

Everything soon clicks into place, and manoeuvring Samus becomes second nature, meaning that you can focus every ounce of your attention on Prime's awesome gameplay.

VOYAGE INTO THE UNKNOWN

Don't expect it to be easy, though. You're on your own pretty much from start to finish. There are a few small hints and clues dotted throughout your adventure, but nothing is dead obvious. You will sometimes be prompted as to where you should be heading, but it's your job to explore and uncover a viable route through the treacherous alien environments.

Hunting for clues, locating power-ups, scanning objects with your visor for information or to trigger equipment, solving mind-melting

FORGET WHAT YOU KNOW

This is NOT a regular first-person shooter so don't expect it to feel like the thousand-and-one other FPSs that all use the same controls. On the contrary, Metroid Prime is as much an intricate and thoughtful puzzle-solving adventure as it is a blaster. And this is why Nintendo has bravely opted to stick two fingers up at conventional control systems and force you to learn something new. Though tricky to begin with, controlling Samus soon begins to feel surprisingly natural and instinctive. Just as it should be.

START:
- Bring up Samus's various data files

Y BUTTON
- Hit to fire missiles.
- In Morph Ball mode you can drop Power Bombs by pressing Y

RIGHT SHOULDER BUTTON
- Hold it down to look around and target your enemies freely
- When you're in the Morph Ball state, you can press the right trigger to activate the magnetic Spider Ball

Z BUTTON
- Press to bring up your highly detailed, wire-frame map

X BUTTON
- Enables you to flick between first-person and Morph Ball states

A BUTTON
- Fire beam weapons: Power, Wave, Ice and Plasma beams
- In Morph Ball mode you can lay standard Bombs by pressing A

B BUTTON
- While locked on to an enemy, press B and push left or right on the analog stick to perform a side-step dash
- Press and hold in Morph Ball mode to activate Boost Ball
- Hit once to jump. Once you've located and unlocked the Double Jump ability, press down the B-button in midair in order to gain even more height

LEFT SHOULDER BUTTON
- Squeeze fully to lock onto enemies
- If you want to strafe left and right, press it without pushing all the way down
- When your Scan Visor is equipped hold the left trigger to scan objects
- Launch the Grapple Beam by pressing then releasing the shoulder button

ANALOG STICK
- Move Samus and look around
- Manually aim, while pressing the right shoulder button

DPAD
- Switch between the Combat, Scan, Thermal and X-Ray visors

C-STICK
- Switch between the Power, Wave, Ice and Plasma beams

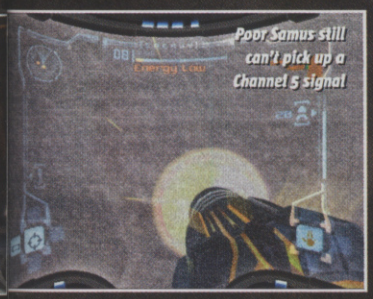
the centre of holes in it

You'll only be able to reach the top hole if you've already got the Double Jump power-up

Time it right, and you can switch into the Morph Ball while at the top of your jump...

...and roll straight into the hole. Drop a bomb in each hexagon to unlock the cage

Run inside and collect a Missile Expansion power-up for your efforts. Nice one, son!



puzzles, trekking for miles and fighting thousands of weird and intimidating extra terrestrials along the way: this is what Metroid is all about. Definitely not a one-dimensional experience!

There is one element that can be a tad frustrating at times, though: the frequent backtracking. You'll sometimes only be able to access certain areas once you've triggered events elsewhere, or after you've located a necessary power-up. On the flip side, Metroid Prime is a game rammed to the hilt with fantastic scenarios and set pieces. But when backtracking, things have often changed, and you're faced with a new set of challenges.

INSIDE THE VISOR

RADAR
If within range, enemies will appear on your radar as small orange dots. Keep a close eye on this device so you don't get blindsided and viciously attacked.

THREAT ASSESSMENT
Measuring danger, this gauge shoots up and drops depending on how close the threat is. When you're in serious danger a warning sign will appear, and if you're sustaining injury the word 'damage' will flash up on the screen.

VISORS
Simply flick up, down, left, or right on the Dpad to activate the corresponding visor.

TARGETING RETICULE
When you're using the Combat or Scan visors, the targeting reticule will automatically track the nearest enemy or object, ready for you to hit the left shoulder button and lock on.

Samus's Power Suit is a pretty nifty, not to mention essential, piece of kit, and many of its clever functions are monitored and displayed in your visor. So before venturing out, read this guide to understand what they all mean.

ENERGY RESERVES
Your initial Energy Tank is measured on a scale one to 100. However, during the course of your adventure you'll discover more Energy Tanks, which are displayed as small blocks above the energy bar.

MAP
This small, 3D, wire-frame map shows you the layout of your close surroundings.

MISSILE RESERVES
This gauge measures how many missiles you are carrying. And as with the Energy Tanks, you can collect many Missile Expansions on your travels.

BEAM WEAPONS
Each symbol corresponds to each of the different beam weapons. Switch between weapons by pushing up, down, left or right on the C-stick.

"It wasn't me!" Shoot down a hover mine and it'll leave a poisonous green gas behind

Events that unfold on the first level force you to learn many of the basic skills you need to master

Shoot the source of the laser to stop it firing for a few moments and then dash forward

These mean little bugs pop out of the ground

Shoot between the revolving shields

HOW TO TRIGGER A FULL-BLOWN HEART ATTACK

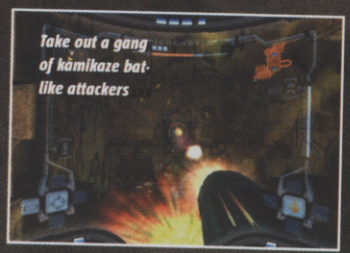
The set pieces in Prime are superbly tense. Every time you stumble into a dangerous encounter your heart will beat so fast and hard that it almost feels as if it's on the verge of tearing out of your chest like an angry alien.

You gain an immense buzz of adrenalin as you attempt to escape from a pitch-black laboratory prison while being unceremoniously attacked by Metroids as they burst out of their containment units. And whether you're taking on a 300-foot, plasma-breathing plant boss, or frantically searching for the weakspot of an elephant-sized ice beast as it charges you headfirst, there's never a dull moment.

Even when you're simply exploring areas and not engaging in combat, there's still a huge thrill to be gained from discovering new areas, locating hidden power-ups and losing yourself in Prime's

Everything is dead! But why? Don't worry, you'll find out soon enough

Your ball turns red when you're receiving damage



Take out a gang of kamikaze bat-like attackers

Whatever you do, don't take the piss out of their teeth

Hello! A bizarre lava-dwelling beast rears its ugly head

SCAN I KILL IT? YES, YOU CAN!

You won't last long if you adopt the running-around-like-a-headless-chicken techinique, shooting everything in sight and expecting creatures to die, regardless of where, and what you're attacking them with.

You see, almost every alien species in the game has a specific weakness. You'll often discover an enemy's weak spot yourself. But if you're having trouble, bring up your Scan Visor by pressing left on the Dpad, and squeeze the left shoulder button while you're locked onto the beast. This will download information about them, and should give you a good idea of what your attack strategy should be.

The opening boss battle teaches you how to scan an enemy for weaknesses

You don't have to use your Scan Visor. Be daring and play it by ear

When locked on, squeeze the left shoulder button to download enemy info

After a while you discover that this critter's back is vulnerable to attack

Eureka! The mouth! Shoot the Parasite Queen in her dirty great cake hole. Eat it!

Blast the shell repeatedly till you reveal his fleshy insides and then finish him. Pop!

BIG IS BEAUFITUL

It isn't until you're a few hours into the game that you realise how mammoth Metroid Prime really is. And it's not just miles of claustrophobic corridors. Every environment is blessed with tons of enormous open areas, ranging from towering, lush, rain-soaked jungles to craggy, ice-covered valleys and lava-drenched caverns.

The environments are spectacularly huge. Zoom your map out fully to get an idea of just how enormous they really are

The sense of scale is overwhelming. No other Cube game has come close to creating a world as vast and beautiful as this

A few well-placed Power Beam shots should do the trick

overwhelming alien landscapes and otherworldly atmosphere.

CLOSE ENCOUNTERS OF THE 10/10 KIND

Metroid Prime isn't like anything else currently on GameCube, or on either of the other next-gen consoles, for that matter. Its unique and brilliant blend of action, adventure, exploration and puzzle-solving will send most gamers cuckoo with excitement.

We did want to award Metroid a full ten out of ten, because we love it so much and it's hard to find anything bad to say about this game.

HALO
BETTER THAN METROID PRIME
METROID PRIME
WORSE THAN DEUS EX
DEUS EX

However, we had to knock a point off for the control system: for many people it could feel like a frustrating barrier, as Samus is not conventionally or immediately easy to control. And the frequent backtracking can be, though not often, a smidge annoying too.

Ouch! It stings like hell to say bad things about Metroid Prime because it's so freakin' amazing. If you're lucky enough to have an American Cube, go out and buy it today. If you don't, build a time machine or go into hibernation for a few months, because life between now and March is going to feel hollow without it. CVG

Wait for the electric barrier to drop for a split second and then steam-roll to safety

These crazy wee bugs generate light. Kill them and you'll be left in total darkness!

FORMAT FUSION

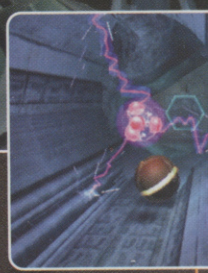
If you're enough of a Metroid fan to play and complete both Prime and Fusion, you'll be justly rewarded with a couple of special link-up treats.

Once you've finished Metroid Fusion on Game Boy Advance, hook up both consoles to unlock the original NES Metroid on GameCube. Also, if you manage to complete Metroid Prime, you can download Samus's suit from Fusion and wear it in Prime.

Complete Metroid Fusion and link up to unlock Metroid NES on GameCube

Finish the game and you'll be able to wear Samus's suit from Metroid Fusion in Prime. Mint!

Surprise! Let your guard down, and you'll pay the price


Roll between the deadly electric beams

"I may be gone for some time..." Exploring Metroid Prime's vast and brilliantly designed landscapes is a game in itself

VERDICT

So close to scoring a perfect ten, it hurts. Metroid Prime is an astoundingly addictive, super-polished, sci-fi masterpiece that'll push your gaming prowess to the extreme. **Mike** CVG

IF YOU LIKE THIS TRY THESE...

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GOOD VS BAD

- Killer sci-fi atmosphere
- Diverse gameplay elements
- Brilliant level design
- Stunning set pieces

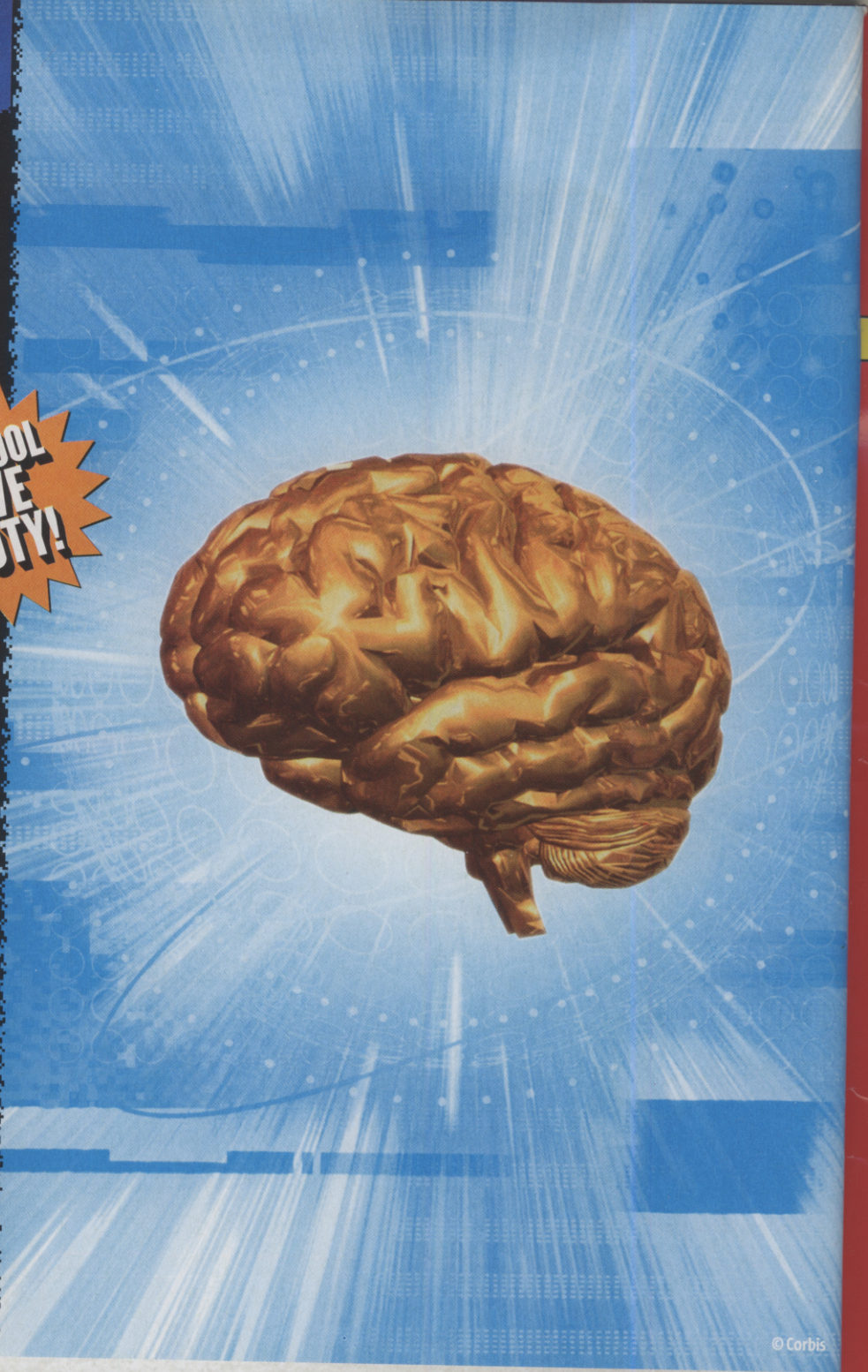
- Controls can feel alien and awkward at first
- Some might find the backtracking frustrating

9
OUT OF TEN

PART THREE IN OUR QUEST TO EXPOSE

BRITAIN'S BRAINIEST GAMER!

WIN COOL WWE BOOTY!



© Corbis

Good... Good... The knowledge is pouring in, nourishing our raging appetite for games trivia. It's month three in our six-month search for Britain's Brainiest Gamer; CVG's mission to probe our nation's noodles for greatness.

Submit yourself as a candidate for the ultimate honour of Britain's Brainiest Gamer, and you could also win a PS2 signed by a WWE superstar, plus a copy of WWE SmackDown! Shut Your Mouth. But that's not all! As Britain's Brainiest Gamer you'll get to meet one of the WWE's wrestling superstars to ask them any question you like.

But how do you become Britain's Brainiest Gamer? Hmm... maybe you're not clever enough by half. We're enlisting a panel of six contestants, one chosen each month, based on the ability to answer 15 questions correctly. It's worth your while trying every issue because it's the luck of the draw from the hundreds of correct entries we receive.

In May we'll invite the winners of all six rounds to CVG HQ here in London for the final, ultimate test. This will involve answering yet more questions, thought by many to be impossible. And it will also require the six 'lucky' finalists to endure some physical tests that only a Gaming Legend (such as all the staff on CVG) can withstand. You'll just have to imagine what these may be and be brave!

Get your pen. Get yourself famous. If you can answer all these questions, you're on the way!

Send your answers to:
Britain's Brainiest Gamer #255
Computer And Video Games, Dennis Publishing
30 Cleveland Street, London, W1T 4JD
Closing date for this issue is 15 January 2003

BRITAIN'S BRAINIEST GAMER! PART 3/6

EASY

1. Sonic The Hedgehog found a new friend for Sonic 2. Who was he?
- ❑ A .....Tool
- ❑ B.....Tails
- ❑ C .....Toilet

2. What is the name of the Xbox game featuring Master Chief?
- ❑ A .....Halo
- ❑ B.....Hola!
- ❑ C.....Woah

3. Which company invented the Xbox? .....

4. What do the initials SSX stand for? .....

5. What is the character Blinx famous for? .....

MEDIUM

6. What product did Nintendo first produce as a company? .....

7. What's the name of Lara Croft's mentor? .....

8. Name the boy and girl characters that starred in the game NIGHTS .....

9. Name the world inhabited by Link in the Legend Of Zelda series .....

10. Which is the correct spelling?
- ❑ A .....Parapper The Rappa
- ❑ B.....Parappa The Rappa
- ❑ C .....Parappa The Rapper

HARD

11. What was Rare previously known as? .....

12. What is this game?
- ❑ A .....Manic Miner
- ❑ B .....Blagger
- ❑ C .....Potty Pigeon

13. What's the name of the process that blurs the lines of an image?
- ❑ A .....Anti-Aliasing
- ❑ B .....De-texturising
- ❑ C .....Polymorphing

14. What does the R.O.B. stand for? .....

15. What does NAMCO stand for? .....

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A = 01
A Bug's Life
Abe's Odysee
Ace Combat 4: S. Skies
Advance Wars
Age of Empires
Age of Empires 2
Age of Mythology
Agent Under Fire
Aggressive Inline
Airblade
Aladdin: Nasira's Rev.
Alex F's Player Man. '02
Alex F's Player Man.2001
Alien Resurrection
Alien Trilogy
Alone in the Dark 4
Alundra
Alundra 2
Amerzone
Amped Snowboarding
Armoured Core 2
Army Men 3D
Army Men RTS
Army Men: Air Attack
Army Men: Land Sea Air
Army Men: Lock & Load
Army Men: Omega Sold.
Atlantis
Atlantis 3: New World
Azurik: Rise of Perthia

B = 02
Baldur's Gate: Dark All.
Banjo Kazooie
Banjo Tooie
Batman Vengeance
Blade
Blade 2
Blinx: The Time Sweeper
Blood Omen 2
BloodRayne
Bond 007: Nightfire
Bond: Agent Under Fire
Bouncer
Breath of Fire
Breath of Fire 4
Broken Sword 1
Broken Sword 2
Buffy The Vampire Slayer
Bugs & Taz: Time Busters
Burnout
Burnout 2 Point of Impact

C = 03
C&C: Red Alert
C&C: Red Alert 2
C.Bandicoot: W.of Cortex
C-12 Final Resistance
Chamber of Secrets
Champ. Manager 2000
Champ. Manager 2002
Champ. Manager 99
Chase the Express
Chicken Run
Civilisation 2
City Crisis
Code Veronica X
Colin McRae Rally 2
Colin McRae Rally 3
Command & Conquer
Commandos 2
Commandos B E Lines
Conflict Zone
Conflict: Desert Storm
Cossaks: European Wars
Crash Bandicoot
Crash Bandicoot 2
Crash Bandicoot 3
Crash Bash
Crash Team Racing
Crazy Taxi
Cricket 2002

D = 04
D. Nukem: Time to Kill
Dark Cloud
Dave Mirra BMX 2
Dead or Alive 3
Delta Force: U. Warfare
Desert Storm (Conflict)
Deus-Ex
Devil May Cry
Die Hard Nakatomi Plaza
Die Hard Trilogy
Die Hard Trilogy 2
Die Hard: Vendetta
Digimon Digi. Card Bat.
Digimon World
Digimon World 2
Digimon World 3
Dino Crisis
Dino Crisis 2
Disc World 2
Discworld Noir
Divine Divinity
Doom
Dracula Last Sanctuary
Dracula Resurrection
Dragonball Z L.Sup.Wars.
Dragonball Z: Final Bout
Dragonball Z: Leg. Goku
Dragonball Z: Ult. Bat.22
Draken: Ancient Gates
Driver
Driver 2
Duke Nukem: L.of Babes
Dune
Dungeon Keeper
Dynasty Warriors 2
Dynasty Warriors 3

E = 05
Eighteen Wheeler
Enclave
Escape Monkey Island
Eternal Darkness
Evil Dead
Extermination
Extreme G 3

F = 06
FA P. Lgue F'ball Man.'01
FA P.Lgue F'ball Man.'00
FA P.Lgue F'ball Man.'02
Fear Effect
Fear Effect: Retro Helix
Fellowship Of The Ring
FIFA 2001
FIFA 2002
FIFA 2003
FIFA 99
Final Fantasy 10
Final Fantasy 4
Final Fantasy 5
Final Fantasy 6
Final Fantasy 7
Final Fantasy 8
Final Fantasy 9
Final Fantasy Anthology
Fire Blade
Freekstyle

G = 07
G1 Jockey
Gangsters 2
Gauntlet: Dark Legacy
Genma Onimusha
Giants: Citizen Kabuto
Gitaroo Man
Godai: Elemental Force
Godzilla: D. all Monsters
Golden Sun
Goldeneye
Gotham Racing
Gran Turismo
Gran Turismo 2
Gran Turismo 3
Gran Turismo Concept
Grand T Auto: Vice City
Grand Theft Auto
Grand Theft Auto 2
Grand Theft Auto 3
Gravity Games
GTA: London 1969
Gun Griffon Blaze

H = 08
Half Life
Halo
Harry Potter
Harry Potter C.of Secrets
Harvest Moon
Headhunter
Heroes of Might & Magic
Hidden & Dangerous
Hitman
Hitman 2: Silent Ass.
Hogs of War
Hunter: The Reckoning
Hybrid

I = 09
In Cold Blood
ISS Pro Evolution
ISS Pro Evolution 2
Italian Job

J = 10
J.Bond: Agent Under Fire
Jak & Daxter
James Bond: Nightfire
James Bond: Goldeneye
James Bond: T. N. Dies
James Bond: T.W.I.N.E.
Jedi Knight 2
Jedi Power Battles
Jet Set Radio Future

K = 11
Kelly Slater's Pro Surfer
Kessen 2
Kingdom Hearts
Knockout Kings 2002
Koudelka

L = 12
Largo Winch
Legacy of Kain
Legaia: Duel Saga
Legend of Dragoon
Legend of Zelda
Legends of Wrestling
LMA Manager 2001
LMA Manager 2002
LMA Manager 2003
L. of Rings Two Towers
Lord of Rings: Fel. of Ring
Lost Kingdoms
Lotus Challenge
Louvre: The Final Curse
Luigi's Mansion

M = 13
Mafia
Mario 64
Mario Sunshine
Martian Gothic
Mat Hoffman's Pro BMX
Mat Hoffman's Pro BMX 2
Max Payne
Maximo
Medal of Honor
Medal of Honor Frontline
Medal of Honor Underg.
Medal of Honor: All. Ass.
Medieval: Total War
MediEvil
MediEvil 2
Metal Gear Solid
Metal Gear Solid 2
Metropolis Street Racer
Midnight Club
Mike Tyson Boxing
Mission Impossible
Monkey Island (Escape)
Monster Rancher
Monsters Inc
Mortal Kombat Trilogy
Moto GP 2
Mummy Returns
MX 2002
MX Rider

N = 14
Necronomicon
Need for Speed H.Purs.2
Nightfire
No-One Lives Forever

O = 15
Oddworld 2: Abe's Ex.
Oddworld: M's Oddysee
Onimusha 2
Onimusha: Warlords
007 Agent Under Fire
007 Nightfire
Operation Flashpoint
Operation Winback

P = 16
Parasite Eye 2
Perfect Dark
Pikmin
Pirates: Leg. of Black Kat
Pokemon Blue
Pokemon Crystal
Pokemon Gold
Pokemon Red
Pokemon Silver
Pokemon Yellow
Populous the Beginning
Portal Runner
Premier Manager 2000
Premier Manager 98
Premier Manager 99
Prisoner of War
Pro Evolution Soccer
Pro Evolution Soccer 2
Project Eden
Project Gotham Racing
Project Zero

Q = 17
Quantum Redshift

R = 18
Rainbow Six
Rallisport Challenge
Ratchet and Clank
Rayman
Rayman 2
Ready 2 Rumble 2
Red Faction
Red Faction 2
Res. Evil: Code Veronica
Res.Evil: C. Veronica X
Resident Evil
Resident Evil 2
Resident Evil 3: Nemesis
Robot Wars
Robotech: Battlecry
Rocky
Rogue Leader
Rogue Spear
Roller Coaster Tycoon
RollerCoaster Tycoon II
Rune: Viking Warlord

S = 19
S Palmer's Snowboarder
Scooby Doo: 100 Frights
Sega GT 2002
Severance: Bl. of Dark.
Shadow Hearts
Shadow Man 2
Shadow of Memories
Shadowman
Silent Hill
Silent Hill 2
Silent Hill 2: Inner Fears
Sim City 2000
Simpsons Wrestling
Simpsons: Road Rage
Sims
Sims Livin' It Up
Sims on Holiday
Sims: Unleashed
Smackdown
Smackdown 2
Smackdown! 3: J. Bring It
Smackdown! 4: Shut Y.M.
Smugglers Run
Smugglers Run 2
Soldier of Fortune
Sonic Adventure
Sonic Adventure 2 Battle
Soul Reaver
Soul Reaver 2
Soviet Strike
Space Invaders
Spec Ops: Covert Assault
Spec Ops: Stealth Patrol
Spiderman
Spiderman 2
Spiderman The Movie
Spy Hunter
Spyro 2: Ripto's Rage
Spyro 3: Year of Dragon
Spyro the Dragon
SSX Tricky
Star Trek: Elite Force
Star Wars - Obi Wan
Star Wars Jedi P. Battles
Star Wars Jedi Starfighter
Star Wars: Clone Wars
Star Wars: J. Outcast
Star Wars: Phantom M.
Star Wars: Rogue Leader
Star Wars: Rogue Squad.
Star Wars: Star Fighter
Starfox Adventures
State of Emergency
Street Hoops
Stuntman
Sudden Strike 2
Summoner
Summoner 2
Super Mario Sunshine
Super Smash Bros Melee
Super Smash Brothers
Syphon Filter
Syphon Filter 2
Syphon Filter 3

T = 20
Tekken 3
Tekken 4
Tekken Tag Tournament
Terminator: Dawn of Fate
The Fellowship Of Ring
The Italian Job
The Thing
The Two Towers
The World is not Enough
Theme Hospital
Theme Park World
This is Football 2002
This is Football 2003
Tiger Woods Golf 2002
Tiger Woods Golf 2003
Time Splitters
Time Splitters 2
TOCA Race Driver
TOCA World Touring Cars
Tomb Raider
Tomb Raider 2
Tomb Raider 3
Tomb Raider 4
Tomb Raider 5
Tomorrow Never Dies
Tony Hawk's 2
Tony Hawk's 3
Tony Hawk's 4
Tony Hawk's S'boarding
Top Gun: Combat Zones
Total Club Manager 2003
Toy Story 2
Tunguska
Turok: Evolution
Twisted Metal Black
Ty the Tasmanian Tiger

V = 22
Vagrant Story
Vampire Night
Vanishing Point
Vice City, G.T.A.
V-Rally 3

W = 23
Warcraft 3: R. of Chaos
Wipeout Fusion
World is not Enough
World's S. Police Chases
Worms Armageddon
WRC: World Rally Champ
Wreckless: Yakuza Miss.
Wu Tang:Taste the Pain
WWE Smackdown! SYM
WWE Wrestlemania X8
WWF Raw
WWF Smackdown 2
WWF Smackdown! J.B.I.

X = 24
X-Files
X-Men: Next Dimension

Y = 25
YuGiOh! Dual Monsters

Z = 26
Zelda
Zelda: Links Awake. DX
Zelda: Majora's Mask
Zelda: Oracle of Ages
Zelda: Oracle of Seasons
Zone of the Enders
Zoo Tycoon

0-9 = 27
007 Agent Under Fire
007 Nightfire
Plus Many More...

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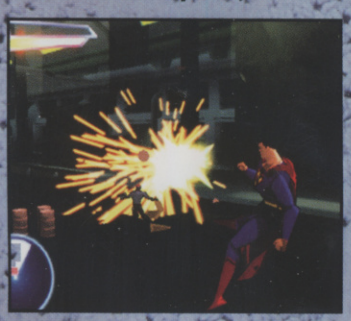
You cannot fly. You are not *stronger than a locomotive* or *faster than a speeding bullet*. You have no business attempting to use superpowers outside the realm of *Superman: Shadow of Apokolips*. Any attempt to do so will undoubtedly result in broken legs, arms, fingers and toes, sprained ankles, bruised ribs and egos, loss of limbs, pride, and ultimately-life. Just remember sport, when the game turns off, so do your powers.



PlayStation 2

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